

PATHFINDER SOCIETY SPECIAL BLOOD UNDER (IBSALOM

Scenario Chronicle #

500 SUBTIER 1,250 This Chronicle Certifies That 3-4 2,500 God Gry A.K.A. VICENEE 14034 - 2 Toldar 5-6 2,667 5,334 8-9 Has Completed This Scenario. — SUBTIER 7,667 ☐ Items Found During This Scenario **EXPERIENCE** Select one boon—line through the others. SUBTIERS Combat Boon: As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only Starting XP use this ability once. On using this ability, check the box and line through this boon. Magic Boon: As a standard action, you may recall one spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability once. On using this ability, check the box and line through this boon. XP Gained (GM ONLY) Skill Boon: As an immediate action, you may reroll a skill check before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability once. On using this ability, check the box and line through this boon. Final XP Total Select one boon—line through the others. FAME Combat Boon: As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon. Initial Fame Initial Prestige Magic Boon: As a standard action, you may recall a spell that you have already prepared and • then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon.

Skill Boon: As an immediate action, you may reroll a skill check before success is determined. 720 Prestige Gained (GM ONLY) You must accept the second roll, even if it's worse than the first roll. You may only use this ability twice. On using this ability, check one of the boxes. On using this ability the second time, check the final box and line through this boon. **Prestige Spent** Select one boon—line through the others. Final Fame Current Prestige Combat Boon: As an immediate action, you may reroll an attack roll before success is determined. You must accept the second roll, even if it's worse than the first roll. You may only GOLD use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon. Magic Boon: As a standard action, you may recall a spell that you have already prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third time, check the final box and line through this boon. 2500 Skill Boon: As an immediate action, you may reroll a skill check before success is determined. GP Gained (GM ONLY) You must accept the second roll, even if it's worse than the first roll. You may only use this ability three times. On using this ability, check one of the boxes. On using this ability the third 10 time, check the final box and line through this boon. Day Job (GM ONLY) Items Sold / Conditions Gained **Items Bought / Conditions Cleared** Items Sold UP grade Pull Place to 3472,83 Subtotal 3000 Items Bought TOTAL VALUE OF ITEMS SOLD TOTAL COST OF ITEMS BOUGHT 5000 Add 1/2 this value to the "Items Sold" Box For GM Only GM Pathfinder Society #