

Sir Vicente Maria Sanz de la Vina y Moreno character advancement and equipment notes (PFS #14034-2)

Starting Equipment (147.67):

Courtier's Outfit (30), Studded Leather Armor (25), belt pouch (1), Gold brooch worth 35gp (35), Gold Ring worth 16gp (16), Halberd (10), Dagger (2), Signal Whistle (0.8), Backpack (2), Soap (0.5), whetstone (0.02), 2 sunrods (4), 5 days trail rations (2.5), Waterskin (1), Willow, the horse (0), Bit and Bridle (2), Riding Saddle (10) Saddlebags (4), Bedroll (0.1), Winter Blanket (0.5), Horse Feed (0.25), Traveler's Outfit (1)

Chronicles:

By the end of chronicle 1:

Bought (150):

3 Cure light wounds potions (-150)

By the end of chronicle 2:

Bought (67):

1 Cure light wounds potion (-50)

1 Sunrod (-2)

Lucern Hammer (15)

Consumed:

1 Cure light wounds potion

1 Sunrod

By the end of chronicle 3:

By the end of chronicle 4:

Sold (12.5):

1 suit studded leather armor

Bought (1500):

1 suit full plate armor (-1500)

By the end of chronicle 5:

By the end of chronicle 6:

Bought (1150):

Upgrade suit full plate armor to +1 (-1150)

Traded boon for:

Barding chain shirt

By the end of chronicle 7:

Bought (350):

2 Scrolls Endure Elements (-50)

Upgrade halberd to masterwork (-300)

Consumed:

2 Scrolls Endure Elements

By the end of chronicle 8:

By the end of chronicle 9:

By the end of chronicle 10:

Bought (1700):

Upgrade MW halberd to +1 (-1700)

By the end of chronicle 11:

Adventures:

Level 1:

55 "Before the Dawn, Part 1: The Infernal Vault" +1 XP (1) +2 PA (2) +513gp

02-11 "The Penumbra Accords" +1 XP (2) +2 PA (4) +517gp (counting 10 for day job) (1030)

GM: 52 "The Shadow Gambit" +1 XP (3) +2 PA (6) +512gp (1542)

Level 2:

GM: 8 "The Slave pits of Absalom" +1 XP (4) +1 PA (7) +512gp (1999)

GM: 39 "The Citadel of Flame" +1 XP (5) +2 PA (9) +553gp (2552)

02-EX "The Midnight Mauler" +1 XP (6) +2 PA (11) +513gp (counting 1 for day job) (3065), boon "Averted Mauling" traded in for a barding chain shirt.

Level 3:

01-04 "The Frozen Fingers of Midnight" +1 XP (7) +1 PA (12) +472gp (counting 5 for day job) (3537)  
02-15 "Written in Blood" +1 XP (8) +2 PA (14) +500gp (4037)  
02-17 "Written in Blood" +1 XP (9) +0 PA (14) +300gp (4337)

Level 4:

02-23 "Written in Blood" +1 XP (10) +1 PA (15) +1250gp (5587)  
02-13 "Murder on the Throaty Mermaid" +1 XP (11) +2 PA (17) +523gp (6110)

Acquired:

6110 +12.5 from sales, -4917 from purchases = 1205.5, +2.33 left over from starting cash = 1207.83)

Current Equipment:

120pp, 7gp, 8sp, 3cp (1207.83)  
+1 Full Plate Armor (2650)  
Barding chain shirt (400)  
+1 Halberd (2010)  
3 Potions Cure Light Wounds (150)  
Courtier's Outfit (30)  
belt pouch (1)  
Gold brooch worth 35gp (35)  
Gold Ring worth 16gp (16)  
Lucern Hammer (15)  
Dagger (2)  
Signal Whistle (0.8)  
Backpack (2)  
Soap (0.5)  
whetstone (0.02)  
2 sunrods (4)  
5 days trail rations (2.5)  
Waterskin (1)  
Willow, the horse (0)  
Riding Saddle (10)  
Saddlebags (4)  
Bedroll (0.1)  
Winter Blanket (0.5)  
Horse Feed (0.05)  
Traveler's Outfit (1)

Boons:

Master of the Blades Saved (#02-EX) +4 Circumstance bonus on diplomacy or intimidate with Pathfinders of own level or lower.

Yagevna family friend (#04) +2 circumstances on diplomacy rolls in Irrisen, when mentioning the Yagevna family and how they were assisted.

Dragonkiller (#02-17) Add extra d6 damage to one hit against a true dragon. This damage stacks with other bonus damage and isn't multiplied on a critical. Once.

Per-day:

Tactician: 0  
Challenge: 0