

Zayed Khaldi character advancement and equipment notes (PFS #14034-3)

Starting Equipment (147.96):

2 potions cure light wounds (100)

Scimitar (15)

Explorer's Outfit (10)

Leather Armor (10)

2 Daggers (4)

5 days trail rations (2.5)

Backpack (2)

Belt pouch (1)

Flint and Steel (1)

Waterskin (1)

Signal Whistle (0.8)

Pound Soap (0.5)

Bedroll (0.1)

4 Torches (0.04)

Whetstone (0.02)

value = 147.96

By the end of chronicle 1:

Boon:

The Favor of Cartahegn (#02-01) In cities purchase mundane equipment at 10% discount.

By the end of chronicle 3:

Sold:

leather armor (+5)

Bought (800):

2 Protection from Evil potions (-100)

2 longstrider potions (-100)

2 shield of faith potions (-100)

4 (additional) Cure light wounds potions (-200)

Cure moderate wounds potion (-300)

Consumed:

1 Protection from Evil potion

1 longstrider potion

1 shield of faith potion

1 Cure light wounds potion

By the end of chronicle 4:

Sold:

4 torches (+0.02)

By the end of chronicle 5:

Bought (150):

1 Protection from Evil potion (-50)

1 shield of faith potions (-50)

1 (additional) Cure light wounds potion (-50)

Consumed:

1 Protection from Evil potion

1 shield of faith potion

1 Cure light wounds potion

By the end of chronicle 6:

Bought (1150):

Cure moderate wounds potion (-300)

Wayfinder (-250)

Masterworking (for scimitar) (-300)

Masterwork Heavy Flail (-300)

By the end of chronicle 7:

Boon:

Hero of the Five Kings (#37) With dwarf from the Five Kings Mountains, +1Cha checks.

Bought (500):

- Protection from Evil potion (-50)
- Longstrider potion (-50)
- Shield of faith potion (-50)
- Cure light wounds potion (-50)
- Cure moderate wounds potion (-300)

Consumed:

- Protection from Evil potion
- Longstrider potion
- Shield of faith potion
- Cure light wounds potion
- Cure moderate wounds potion

By the end of chronicle 8:

Bought (105):

- Wand Detect Secret Doors, 5 charges (5) (-75)
- Fees (-30)

By the end of chronicle 9:

Bought (200):

- Protection from Evil potion (-50)
- Longstrider potion (-50)
- Shield of faith potion (-50)
- Fees (-50)

Consumed:

- Protection from Evil potion
- Longstrider potion
- Shield of faith potion

By the end of chronicle 10:

Bought (350):

- 2 Cure Light Wounds potions (-100)
- Shield of Faith potion (-50)
- 2 Protection from Evil scrolls (-50)
- 2 Comprehend Language scrolls (-50)
- Hold Portal scroll (-25)
- Mount scroll (-25)
- Unseen Servant scroll (-25)
- Disguise Self scroll (-25)

Consumed:

- 2 Cure Light Wounds potions
- Protection from Evil potion
- Shield of faith potion

By the end of chronicle 11:

Bought (50):

- Shield of faith potion (-50)

Consumed:

- Shield of faith potion

By the end of chronicle 12:

Bought (150):

- Longstrider potion (-50)
- Shield of faith potion (-50)
- 2 Protection from Evil scrolls (-50)

Consumed:

- Longstrider potion
- Shield of faith potion
- 2 Protection from Evil scrolls

By the end of chronicle 13:

Boons:

- Exemplar of Falcoln's Hollow (#43) With citizens of Andoran, +1 Cha checks.

- Hero of the Fey (#43) Once, automatically succeed on any Cha-based test with a fey.

Bought (95):

Protection from Evil scrolls (-25)
Fees (-70)

Consumed:

Protection from Evil scroll

By the end of chronicle 14:

Bought (108):

Cure Light Wounds potion (-50)
Comprehend Languages scroll (-25)
Protection from Evil scroll (-25)
Hot Weather Outfit (-8)

Consumed:

Cure Light Wounds potion
Comprehend Languages scroll
Protection from Evil scroll
1 charge from Detect Secret Doors wand

By the end of chronicle 15:

Sold:

backpack (+1)

Bought (2130):

1 Handy Haversack (-2000)
1 shield of faith potion (-50)
1 Large Tent (-30)
1 Protection from Evil scroll (-25)
1 Hold Person scroll (-25)

Consumed:

1 shield of faith potion
1 Protection from Evil scroll
1 Hold Person scroll

By the end of chronicle 16:

Boon

An Agent Uncovered (#02-06) Unique wayfinder adds +2 Cha test with Pathfinders.

Bought (9050):

Rod of Metamagic Empower, Lesser (-9000)
1 longstrider potion (-50)

Consumed:

1 longstrider potion

By the end of chronicle 17:

Bought (228):

Spent: -220
Cold Weather Outfit (-8)

By the end of chronicle 18:

Boon:

Combat Bonus (PFSS) Reroll an attack roll before success is determined, twice.

By the end of chronicle 19:

Boon:

Glimpse of the Future (#02-08) Know future (as augury) w 60% chance of success, once.

Sold:

Wayfinder (+250)

Bought (11580):

2 Scrolls of Magic Circle Against Evil (750)
Cold Iron Matserwork Heavy Flail (630)
2 Oils of Bless Weapon (200)
Headband +2 Cha and Int bonus perception (10000)

Consumed:

1 Scroll of Magic Circle Against Evil
1 Oil of Bless Weapon (100)

By the end of chronicle 20:

Boon:

Defender of Katheer (#27) With Katheer humanoids, +1 diplomacy.

By the end of chronicle 22:

Bought (558):

Elixir of Swimming (250)

Masterwork Glaive (308)

Consumed:

Elixir of Swimming

By the end of chronicle 23:

Boon:

Indebted (#14) Owe Grandmaster Torch a favor.

By the end of chronicle 25:

Bought (750):

2 Scrolls of Water Breathing (750)

By the end of chronicle 26:

Boon:

Honored Guests of the Hall (#40) Drinks in Cayden's Hall free. +1 Circumstance asking clerics of Cayden Cailean for information pertaining to any knowledge skill check.

Sold (669):

3 Oils Bless Weapon (150)

1 Potion Shield of Faith (25)

2 Scrolls Comprehend Languages (25)

Masterwork Cold Iron Heavy Flail (315)

Masterwork Glaive (154)

Bought (24700):

3 Oil of Bless Weapon (300)

1 Scroll of Magic Circle Against Evil (375)

1 Scroll of Speak with Dead (375)

1 Potion Cure Moderate Wounds (300)

5 Potions Cure Light Wounds (250)

Lesser Metamagic Extend Rod (3000)

Holy Cold Iron Greatsword (20100)

Consumed:

1 Oil of Bless Weapon

1 Scroll of Magic Circle Against Evil

1 Scroll of Speak with Dead

By the end of chronicle 27:

Boon:

Gained Akila's Wand (#36)

By the end of chronicle 28:

Boon:

Gained Meskhenet's Ring (#42)

Gained Meskhenet's Staff (#42)

Bought (14000):

Upgrade Cold Iron Holy Greatsword to Cold Iron Holy Spellstoring (14000)

By the end of chronicle 29:

Boon:

Protector of Whistledown +1 bonus on Charisma based checks with gnomes (#44)

Sold (312.5):

1 Potion Water Breathing (187.5)

5 Potions Cure Light Wounds (125)

Bought (9150):

+3 Cloak of Protection (9000)

1 Scroll Knock (150)

Consumed:

1 Scroll Knock

By the end of chronicle 30:

Boon:

Hero of Sothis (#53) +10 to Initiative Check, once
Sold (1957.5)

Rod lesser metamagic extend (1500)
2 Potions Cure Moderate Wounds (300)
Masterwork Scimitar (157.5)

Bought (10000)

Belt of Physical Might +2 Str Con (10000)

Consumed

1 Charge wand of Detect Secret Doors

By the end of chronicle 30:

Boons:

Jayorass's Admiration (#02-26) The sage Jayorass regards the character well

Reputation Precedes You (#02-26) +z on Bluff, Diplomacy, and Intimidate checks w
the Red Mantis

Purchased with PA:

Pasha 2pp (p19)

Master of Trade 4pp (p19)

Absalom Townhouse (Golden Wayside) 15pp (p62)

Caravan (The Train of Sixty Lanterns) 5pp (p62)

Ship (The Sea Bulette) 10pp (p62)

Seneschal of the Golden Wayside (1st wife, Johara Khaldi, Qadiran) 2pp (p61)

Seneschal of The Train of Sixty lanternsn (2nd wife, Zaytoonah Khaldi, Qadiran)
2pp (p61)

Chronicler (3rd wife, Lana Neverion Khaldi, Taldan Bard) 10pp (p60)

Herald #1 (Topkapi, Qadiran Eunuch) 1pp (p61)

Herald #2 (Murad, Qadiran Eunuch) 1pp (p61)

Restful Pathfinder's Lodge 2pp (p61)

Adventures:

Level 1:

2-1 "Before the Dawn, Part 1: The Bloodstone Disguise" +1 XP (1) +1 PA (1)
+506gp

2-2 "Before the Dawn, Part 2: Rescue at Azlant Ridge" +1 XP (2) +2 PA (3) +515gp
(1021)

52 "The City of Strangers, Part 2: The Twofold Demise" +1 XP (3) +2 PA (5)
+1350gp (2371)

Level 2:

24 "Decline of Glory" +1 XP (4) +1 PA (6) +775gp (3146)

29 "Devil We Know Part I: Shipyard Rats" +1 XP (5) +2 PA (8) +538gp (3684)

30 "Devil We Know Part II: Cassomir's Locker" +1 XP (6) +2 PA (10) +505gp (4189)

Level 3:

37 "The Beggar's Pearl" +1 XP (7) +1 PA (11) +1251gp (5440)

41 "Devil We Know Part III: Crypt of Fools" +1 XP (8) +2 PA (13) +506gp (5946)

48 "Devil We Know Part IV: Rules of the Swift" +1 XP (9) +2 PA (15) +506gp
(6452)

Level 4:

35 "Voice in the Void" +1 XP (10) +0 PA (15) +1251gp (7703)

47 "Darkest Vengeance" +1 XP (11) +2 PM (17) +1895gp (9598)

8 "Slave Pits of Absalom" +1 XP (12) +1 PA (18) +1500gp (11098)

Level 5:

43 "The Pallid Plague" +1 XP (13) +2 PA (20) +1494gp (12592)

11 "The Third Riddle" +1 XP (14) +1 PA (21) +481gp (13073)

GM Credit 11 "The Third Riddle" +1 XP (15) +1 PA (22) +481gp (13554)

Level 6:

GM Credit 45 "Delerium's Tangle" +1 XP (16) +2 PA (24) +1867gp (15421)

13 "The Prince of Augustana" +1 XP (17) +1 PA (25) +1279gp (16700)

2-6 "The First Heresy I: The Heresy of Man" +1 XP (18) +2 PA (27) +2592gp
(19292)

Level 7:

16 "To Scale the Dragon" +1 XP (19) +1 PA (28) +1681gp (20973)
PFSS "Year of the Shadow Lodge" +1 XP (20) +2 PA (30) +2500gp (23473)
2-8 "Sarkorian Prophecy" +1 XP (21) +2 PA (32) +4334gp (27807)

Level 8:

GM Credit 43 "The Pallid Plague" +1 XP (22) +2 PA (34) +1494gp (29301)
27 "Our Lady of Silver" +1 XP (23) +2 PA (36) +1677gp (30978)
31 "Sniper in the Deep" +1 XP (24) +2 PA (38) +2603gp (33581)

Level 9:

14 "The Many Fortunes of Grandmaster Torch" +1 XP (25) +1 PA (39) +268gp (33849)
56 "The Jester's Fraud" +1 XP (26) +2 PA (41) +2564gp (36413)
38 "No Plunder, No Pay" +1 XP (27) +1 PA (42) +7749gp (44162)

Level 10:

40 "Hall of Drunken Heroes" +1 XP (28) +2 PA (44) +7703gp (51865)
36 "The Prisoner of Skull Hill" +1 XP (29) +2 PA (46) +7797gp (59662)
42 "The Watcher of Ages" +1 XP (30) +2 PA (48) +7668gp (67330)

Level 11:

44 "Terror at Whistledown" +1 XP (31) +2 PA (50) +7354gp (74684)
53 "The Faithless Dead" +1 XP (32) +2 PA (52) +8056gp (82740)
2-26 "The Mantiss's Prey" +1 XP (33) +2 PA (54) +7909gp (90649)

Acquired:

90649 (+3195.02 from sales, -85919 from purchases = 7925.02, +2.04 left over from starting cash = 7927.06)

Current Equipment:

792pp 6gp 10sp 6cp (7927.06)
Cold Iron Holy Spellstoring Greatsword (34100)
Headband Mental Prowess +2 Cha Int perception (10000)
Belt Physical Might +2 Str Con (10000)
+3 Cloak of Protection (9000)
Rod of Metamagic Empower, Lesser (9000)
Handy Haversack (2000)
Masterwork Heavy Flail (315)
Large Tent (30)
Explorer's Outfit (10)
Cold Weather Outfit (8)
Hot Weather Outfit (8)
2 Daggers (4)
5 days trail rations (2.5)
Belt pouch (1)
Flint and Steel (1)
Waterskin (1)
Signal Whistle (0.8)
Pound Soap (0.5)
Bedroll (0.1)
Whetstone (0.02)
Wayfinder w mark of Decemvirate +2 bluff intimidate diplomacy w Pathfinders (0)
1 Wand Detect Secret Doors, 3 charges (45)
1 Scroll Magic Circle Against Evil (375)
1 Scroll of Water Breathing (375)
2 Protection from Evil scrolls (50)
1 Hold Portal scroll (25)
1 Mount scroll (25)
1 Unseen Servant scroll (25)
1 Disguise Self scroll (25)
1 Potions Cure Moderate Wounds (300)
5 potions cure light wounds (250)
1 Potion Longstrider (50)

Boons:

The Favor of Cartahegn (#02-01) In cities purchase mundane equipment at 10% discount.

Hero of the Five Kings (#37) W dwarf frm Five Kings Mountains, +1 Cha checks.

Exemplar of Falcoln's Hollow (#43) With citizens of Andoran, +1 Cha checks.

Protector of Whistledown (#44) +1 bonus on Charisma based checks with gnomes.

Hero of the Fey (#43) Once, automatically succeed on any Cha-based test with a fey.

An Agent Uncovered (#02-06) Unique wayfinder adds +2 Cha test with Pathfinders.

Defender of Katheer (#27) With Katheer humanoids, +1 diplomacy.

Combat Bonus (PFSS) Reroll an attack roll before success is determined, twice.

Glimpse of the Future (#02-08) Know future (as augury) w 60% chance of success, once.

Honored Guests of the Hall (#40) All drinks in Cayden's Hall free. +1

Circumstance bonus when asking clerics of Cayden Cailean for information pertaining to any knowledge skill check.

Hero of Sothis (#53) +10 to Initiative Check, once

Jayorass's Admiration (#02-26) The sage Jayorass regards the character well

Reputation Precedes You (#02-26) +z on Bluff, Diplomacy, and Intimidate checks w the Red Mantis

Lesser Metamagic Empower Rod: 000

Rage: 000000000000

Claws: 0000000

Spells:

+2 DC: 0

Effective Caster Level 9

Concentration checks +15

Cantrips DC 14:

Detect Magic

Detect Poison

Ghost Sound

Light

Mage Hand

Message

Prestidigitation

Read Magic

1st Circle DC 15: 0000000

Comprehend Languages

Cause Fear

Enlarge Person

Mage Armor

Ray of Enfeeblement

Shield

2nd Circle DC 16: 0000000

Bull's Strength

Cat's Grace

Defensive Shock

Mirror Image

Scorching Ray

3rd Circle DC 17: 0000000

Fireball

Fly

Haste

4th Circle DC 18: 00000

Black Tentacles

Greater Invisibility

4th Circle DC 19: 000

Greater Invisibility

Beast Shape III