



# Pathfinder Society Scenario #5-08: The Confirmation

Character Chronicle #

1

Core

Rob	A.K.A. Verrix	35179	- 22	SiCr
Player Name	Character Name	Pathfinder Society #		Faction

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

**Confirmed Field Agent:** Having successfully completed and documented your Confirmation, one of the Three Masters has formally recognized you as a field agent and given you a *wayfinder* engraved with your name and the date of your graduation. If this is the first time you have received this boon for any of your characters, you receive this *wayfinder* for free; otherwise, you may acquire it by spending 1 Prestige Point. Furthermore, if you assign this Chronicle sheet to a character whose starting XP is 0, you reduce the Prestige Point cost of any *wayfinder* enhancement vanities you purchase to modify this *wayfinder* by 1 (minimum 1).

**Explore, Report, Cooperate:** You have an excellent sense of what makes an exemplary Pathfinder. As a free or immediate action, you may consider whether a particular action you name—such as subduing but not killing an enemy, befriending an NPC, or recovering a particular item—would help realize the goals of the Pathfinder Society. The GM then informs you whether the action's impact would be positive (contributes to meeting a secondary success condition for the scenario), negative (opposes the secondary success condition), or negligible (neither contributes to nor opposes the secondary success condition). If none of these three options accurately reflects the action's impact on the PC's fulfillment of the secondary success conditions, the GM may respond with a phrase of five words or less. Once you use this boon, cross it off your Chronicle sheet.

**Friend of Janira Gavix:** The field agent who oversaw your Confirmation is appreciative of your bravery and camaraderie in the face of danger. She helps you perform research, granting you a +1 bonus on Knowledge checks attempted while you are in the Grand Lodge.

**All Subtiers**

- amulet of natural armor +1* (2,000 gp)
- bracers of armor +1* (1,000 gp)
- cloak of resistance +1* (1,000 gp)
- elixir of swimming* (250 gp)
- pearl of power* (1st-level spell; 1,000 gp)
- potion of barkskin* (300 gp)
- ring of protection +1* (2,000 gp)
- scroll of gust of wind* (150 gp)
- scroll of mage armor* (CL 6th; 150 gp)
- wand of burning hands* (CL 3rd, 4 charges; 180 gp, limit 1)
- wand of cure light wounds* (CL 3rd, 8 charges; 360 gp, limit 1)

**Notes**

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1	215	430
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	2	254	508
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	0	Starting XP	
	+ 1	GM's Initials KB	
	XP Gained (GM ONLY)		
=	1	Final XP Total	
FAME	0	0	Initial Prestige
	0	0	Initial Fame
	+ 2	GM's Initials KB	
Prestige Gained (GM ONLY)			
=	1	Prestige Spent	
1	2	Current Prestige	Final Fame
GOLD	5.7	Starting GP	
	+ 430	GM's Initials KB	
	GP Gained (GM ONLY)		
+ 0	GM's Initials KB		
Day Job (GM ONLY)			
=	300	Gold Spent	
=	135.7	Total	

**For GM Only**

Moar Core Tour	156169	9/9/2017	Kate Baker	215650
EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #



# Pathfinder Society Scenario #5-01: The Glass River Rescue

Character Chronicle #

2

Verrix

A.K.A.

rknop

35179

22

SiCr

Player Name

Character Name

Pathfinder Society #

Faction

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

**Crisis Averted:** You rescued the dwarven emissaries and helped to mitigate a developing crisis. When the Pathfinders' expedition pays off, certainly the society will remember your contribution.

**Expanding Trade Network:** You befriended either Temel Passad or Metella Raugar, and in doing so you began to develop a stronger trade network with the Kalistocrats or the Five Kings Mountains, respectively. If you are a member of the Qadira faction, you are able to leverage this connection to your advantage, gaining a +2 bonus on all Day Job checks.

All Subtiers

Subtier 8-9

Potion of invisibility (300 gp)

Scroll of scare (150 gp)

~~Wand of cure light wounds (25 charges, 375 gp)~~

**Purchased**

Notes

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	1-2	258	516
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	Out of Subtier	592	1,184
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	4-5	926	1,851
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—
MAX GOLD	1		
	Starting XP		
	+	1	GM's Initials DKM
	XP Gained (GM ONLY)		
	=	2	
EXPERIENCE	Final XP Total		
	1	2	
	Initial Prestige		
	+	2	GM's Initials DKM
	Prestige Gained (GM ONLY)		
FAME	0		
	Prestige Spent		
	3	4	
	Current Prestige		
	Final Fame		
GOLD	135.7		
	Starting GP		
	+	516	GM's Initials DKM
	GP Gained (GM ONLY)		
	+	N/A	GM's Initials DKM
Day Job (GM ONLY)			
-		375	
Gold Spent			
=	276.7		
Total			

**For GM Only**

PbP Gameday VI

EVENT

152539

EVENT CODE

10/15/2017

DATE

Game Master's Signature

215589

GM Pathfinder Society #