

FAVOR POINTS

During the adventure, the PCs have various opportunities to gain the favor of one or both of the nobles by earning Favor Points: a simple means of tracking the nobles' impressions of the Pathfinder Society. The Game Master should keep track of how many Favor Points the PCs earn with each of the non-player characters—these points contribute to the PCs' rewards on their Chronicle sheets. In addition to specific opportunities to gain favor in later scenes, the PCs can earn up to 1 additional Favor Point with each of the nobles by improving that person's starting attitude from indifferent to helpful—either with a single skill check or by gradually improving the character's attitude over several days. A GM should also consider awarding this Favor Point if a character unlikely to succeed at the Diplomacy check connects with one of the nobles particularly well through shared interests and good roleplaying.

Faction Notes: Members of the Sovereign Court should take a special interest in recruiting one or both nobles to their cause, though the nobles' tendency to disagree makes it difficult.

Encounter	Count Falroun Matsanda	Baron Bomande Rudyahm
Spider in the Boot	<input type="checkbox"/> Treat the spider bite	<input type="checkbox"/> Calm the Count, do not waste antitoxin
First Day of Hunting	<input type="checkbox"/> Help in the hunt	N/A
Panic in the Jungle	<input type="checkbox"/> Calm the Elephant in first round	<input type="checkbox"/> No porters die
Tiger Hunt	If the Baron dies and the PC's have less than 2 points the count blames the PC's for his death and lose all points	<input type="checkbox"/> Kill the Leucrotta <input type="checkbox"/> Baron strikes the killing blow
Diplomacy Points	<input type="checkbox"/> Moved to helpful	<input type="checkbox"/> Moved to helpful