



# Pathfinder Society Scenario #8-07: From the Tome of Righteous Repose

Character Chronicle #

Core Campaign

	A.K.A.	-	
Player Name	Character Name	Pathfinder Society #	Faction

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

**Righteous Redemption:** Thanks to your work bringing a lost hero's legacy to light, key leaders in the crusader nation of Lastwall have begun seeing Pathfinders less as ruffians and more as potential allies. Between adventures or while in Lastwall, you can check the box that precedes this boon to requisition one of the following: a satchel containing six flasks of holy water and an oil of bless weapon; two *scrolls of lesser restoration*; a combat-trained warhorse (heavy or light) with a military saddle, bit, bridle, and week of feed; a masterwork longsword; or a masterwork lance. This gear is yours to do with as you please, but it has an effective resale value of 0 gp.

**Worthy Foe:** Lastwall is the Inner Sea's bulwark against countless evils, and you have proven yourself against a local villain. As a swift action, you can check a box that precedes this boon to gain one of two benefits against enemies that correspond to the threat you defeated. First, you can choose to gain a +2 bonus on attack and weapon damage rolls against such creatures, as well as a +2 dodge bonus to AC against such creatures' attacks. Alternatively, you can gain a +2 bonus on caster level checks to overcome those creatures' spell resistance, increase the save DC of your spells and abilities against those creatures by 1, and gain a +2 bonus on saving throws against those creatures' spells and abilities. Either benefit lasts until the beginning of your next turn.

**Bones:** You gain the benefits above against undead creatures.

**Scales:** You gain the benefits above against dragons and humanoids with the reptilian subtype.

**Scoundrels:** You gain the benefits above against humanoids with the human subtype.

**Tusks:** You gain the benefits above against magical beasts and humanoids with the orc subtype.

<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	3-4	650	1,300
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	Out of Subtier	1,133	2,265
<b>MAX GOLD</b>	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	6-7	1,615	3,230
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-

<b>EXPERIENCE</b>	Starting XP
	XP Gained (GM ONLY)
	Final XP Total
	Initial Prestige

<b>FAME</b>	Initial Fame
	Prestige Gained (GM ONLY)
	Prestige Spent
	Current Prestige

<b>GOLD</b>	Starting GP
	GP Gained (GM ONLY)
	Day Job (GM ONLY)
	Gold Spent
	Total

All Subtiers	Subtier 6-7
<ul style="list-style-type: none"> <li>• +1 fire-forged longsword<sup>UE</sup> (2,615 gp)</li> <li>o +1 flaming ammunition (166 gp, limit 2)</li> <li>u aegis of recovery<sup>UE</sup> (1,500 gp)</li> <li>d antiplague<sup>UE</sup> (50 gp)</li> <li><del>belt of tumbling<sup>UE</sup> (800 gp)</del></li> <li>cloak of the hedge wizard<sup>UE</sup> (2,500 gp)</li> <li><del>daredevil boots<sup>UE</sup> (1,400 gp)</del></li> <li><del>fire ward gel<sup>UE</sup> (150 gp)</del></li> <li><del>gem of four elements (acts as an elemental gem but allows the user to summon a Large air, earth, fire, or water elemental, 2,750 gp, limit 1)</del></li> <li>u immovable rod (5,000 gp)</li> <li>r miser's mask<sup>UE</sup> (3,000 gp)</li> <li>• restorative ointment (4,000 gp)</li> <li>r ring of arcane signets<sup>UE</sup> (1,000 gp)</li> <li>u searing arrow<sup>UE</sup> (1,516 gp)</li> <li><del>shadow essence poison (250 gp, limit 4)</del></li> <li>• soul stimulant<sup>UE</sup> (300 gp)</li> <li>• traveler's any-too<sup>UE</sup> (250 gp)</li> <li><del>wand of burning hands (CL 5th, 23 charges, 1,725 gp, limit 1)</del></li> <li>• wand of cure moderate wounds (5 charges; 450 gp, limit 1)</li> <li>• wand of gust of wind (18 charges; 4,050 gp, limit 1)</li> <li>• wand of protection from evil (7 charges; 105 gp, limit 1)</li> <li><del>wand of vanish (CL 4th, 24 charges, 1,440 gp, limit 1)</del></li> <li><sup>UE</sup> This item appears in <i>Pathfinder RPG Ultimate Equipment</i>.</li> </ul>	<ul style="list-style-type: none"> <li><del>+1 holy ammunition (366 gp, limit 2)</del></li> <li>• +1 undead-bane longsword (8,315 gp)</li> <li><del>amulet of elemental vengeance (combines the effects of an amulet of elemental strife<sup>UE</sup> and a necklace of fireballs [four 4d6 spheres remaining], 6,250, limit 1)</del></li> <li><del>bloodletting kukri<sup>UE</sup> (6,308 gp)</del></li> <li><del>deathblade poison (1,800 gp, limit 1)</del></li> <li><del>fuse grenade<sup>UE</sup> (100 gp)</del></li> <li><del>ghostvision gloves<sup>UE</sup> (4,000 gp)</del></li> <li><del>gravewatch pendant<sup>UE</sup> (6,000 gp)</del></li> <li><del>knight's pennon of battle<sup>UE</sup> (4,500 gp)</del></li> <li>• martyr's tear<sup>UE</sup> (6,000 gp)</li> <li><del>volatile vaporizer<sup>UE</sup> (2,200 gp)</del></li> <li>• wand of cure serious wounds (5 charges; 1,125 gp, limit 1)</li> <li><del>wand of daylight (17 charges; 3,825 gp, limit 1)</del></li> <li><sup>UE</sup> This item appears in <i>Pathfinder RPG Ultimate Equipment</i>.</li> </ul>

**For GM Only**

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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