



# Pathfinder Society Scenario #5-08: The Confirmation

Character Chronicle #

\_\_\_\_\_ A.K.A. \_\_\_\_\_ - \_\_\_\_\_  
 \_\_\_\_\_  
 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, befriendng 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
EXPERIENCE	2	<del>31</del>	508
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
GOLD	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
Starting XP			
+		GM's Initials <b>EPF</b>	
XP Gained (GM ONLY)			
=			
Final XP Total			
Initial Prestige		Initial Fame	
+		GM's Initials <b>EPF</b>	
Prestige Gained (GM ONLY)			
-			
Prestige Spent			
Current Prestige		Final Fame	
Starting GP			
+		GM's Initials <b>EPF</b>	
GP Gained (GM ONLY)			
+		GM's Initials <b>EPF</b>	
Day Job (GM ONLY)			
-			
Gold Spent			
=			
Total			

### For GM Only

PbP Gameday 3  
EVENT

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EVENT CODE

2014-11-03 - 2014-12-30  
DATE

*Erin Grant*  
Game Master's Signature

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GM Pathfinder Society #