



Pathfinder Society Organized Play

Welcome to Pathfinder

Character Chronicle #

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

This Chronicle Sheet grants access to the following:

Initiate's Edge: Golarion can be a dangerous place, and the Pathfinder Society takes care to equip its newest recruits. You can apply one of the following benefits to your first character (XXXXXX-1); cross out the other two options. The first time you serve as a game master for a Pathfinder Society game and apply the credit to this character, you may double your maximum number of uses for the selected benefit.

☐ **Elixir of Renewal:** You gain a special elixir that you can consume as if it were a potion in order to restore 2d8+5 hit points as well as 1d4 points of one type of ability damage. You can use the potion only once, even if the user is under the effects of *alchemical allocation* (*Pathfinder RPG Advanced Player's Guide* 201) or a similar effect that would allow one to benefit from a potion multiple times. Check the box that precedes this boon when you use this elixir.

Not every character can use healing magic, but anyone can consume a potion. This elixir is especially good at curing ability damage, which often accompanies poison, disease, and the special attacks of many undead creatures. Consider this option if you cannot cast healing spells but want a powerful way to heal yourself in an emergency.

☐ **Tattoo of the Open Road:** You have a magical tattoo of the Glyph of the Open Road, the insignia of the Pathfinder Society. As an immediate action when you are struck by a critical hit or dealt at least 15 points of damage from a spell or supernatural ability, you can check the box that precedes this boon and expend the tattoo's magic to gain 10 temporary hit points that last for 1 minute. During this minute, you also treat your Constitution score as if it were 10 higher for the purpose of determining when hit point damage would kill you.

Hit points are a precious commodity at low levels, and an opponent's lucky attack can sometimes kill a character in one hit. Consider this option to reduce the chance that a critical hit will kill you.

☐ ☐ ☐ ☐ ☐ **Restorative Wand:** You gain a *wand of cure light wounds* with 5 charges. This wand has an effective market price of 0 gp if sold. Consider this option if you are able to cast healing spells, as you can activate the wand without difficulty.

Notes

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
EXPERIENCE	—	—	—
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
FAME	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
	—	—	—
GOLD	Starting XP		
	+		GM's Initial
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
	Initial Prestige		
	Initial Fame		
	+		GM's Initial
	Prestige Gained (GM ONLY)		
	=		
Prestige Spent			
Current Prestige			
Final Fame			
Starting GP			
+		GM's Initial	
GP Gained (GM ONLY)			
+		GM's Initial	
Day Job (GM ONLY)			
=			
Gold Spent			
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #