



Pathfinder Society Organized Play Ascendance Day

Character Chronicle #

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

This Chronicle Sheet grants access to the following:

On 6 Lamashan, you celebrated Iomedae's Ascendance Day with your companions. Choose one of the following boons and cross the other off your Chronicle sheet. This Chronicle sheet may only be assigned to a Pathfinder Society character between October 7th, 2013 and October 28th, 2013. Once assigned, the effects may be used at any time thereafter.

Actor of the Eleven Acts: You participated in one of the Ascendance Day morality plays that recreate the early miracles that Iomedae performed in the face of fearsome threats and overwhelming evil. When you would make a Will saving throw against a spell, spell-like ability, or effect that has the evil or fear descriptor, you may instead make a Perform (act, dance, or oratory) check and use the result of the skill check as your saving throw. When you use this boon, cross it off the Chronicle sheet.

Ascendance Day Cloak: You distinguished yourself in one or more of the competitions held in honor of Iomedae's ascension, earning you a white cloak modeled after the goddess's own. For one scenario, while wearing this cloak or carrying it displayed prominently, you gain a +2 bonus on all saving throws made to resist compulsion spells, spell-like abilities, and effects. In addition, the cloak acts as a *phylactery of faithfulness*, though it only works to warn the character about actions that would adversely affect one of lawful good alignment and one's standing with Iomedae. At the end of the scenario, the magic fades from the cloak, and it becomes a mundane keepsake of Ascendance Day.

Notes

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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MAX GOLD

EXPERIENCE

FAME

GOLD

Starting XP

+	GM's Initial
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XP Gained (GM ONLY)

=

Final XP Total

Initial Prestige

Initial Fame

+	GM's Initial
---	--------------

Prestige Gained (GM ONLY)

—

Prestige Spent

Current Prestige	Final Fame
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Starting GP

+	GM's Initial
---	--------------

GP Gained (GM ONLY)

+	GM's Initial
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Day Job (GM ONLY)

—

Gold Spent

=

Total

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #