



PATHFINDER SOCIETY ORGANIZED PLAY

JESTERCAP 4711 AR BOON

Scenario Chronicle #

Slow Normal

SUBTIER	—	—	MAX GOLD
—	—	—	
SUBTIER	—	—	
—	—	—	

This Chronicle Certifies That

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

Has Completed This Scenario.

EXPERIENCE

Starting XP		
+	—	GM's Initial
XP Gained (GM ONLY)		
Final XP Total		

FAME

Initial Fame	Initial Prestige	
+		GM's Initial
Prestige Gained (GM ONLY)		
—		
Prestige Spent		
Final Fame	Current Prestige	

GOLD

Start GP		
+		GM's Initial
GP Gained (GM ONLY)		
+		GM's Initial
Day Job (GM ONLY)		
+		
Items Sold		
=		
Subtotal		
-		
Items Bought		
=		
Total		

Items Found During This Scenario

SUBTIER
All

Jestercap Fright Mask: This leather mask has been magically enchanted to create a truly horrific appearance that terrifies an unsuspecting target. Upon the utterance of a command word, the wearer may cast *cause fear* (CL 1, DC 12). Alternatively, this mask can be turned inside-out to create a joyful face, around which no one can feel afraid. When worn this way, the wearer may instead cast *remove fear* (CL 1). After the mask has been used once, the magic fades from it, and it becomes a mundane keepsake of Jestercap.

This Chronicle sheet may only be assigned to a Pathfinder Society character between October 24, 2011, and November 13, 2011. Once assigned, the effects may be used at anytime thereafter.

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #