Pathfinder Society Organized Play
Merrymead 4712 AR Boon

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER			MAX GOLD
—	—	—	
SUBTIER —	—	—	

This Chronicle Certifies That

A.K.A.

Player Name | Character Name | Pathfinder Society # | Faction

Has Completed This Scenario.

Items Found During This Scenario

SUBTIER **All**

Mead before the Mission: You participate fully—and perhaps foolhardily—in the celebration of Merrymead. The effects of your celebration haven't quite worn off when your mission begins. At the start of any scenario, you may utilize this boon. Doing so grants you a 1d4 bonus on all Charisma-based skill checks for the duration of the scenario (roll this result once and apply the result to all checks). The benefits of libations do not come without a cost, however. For the duration of the same scenario, you take a –2 penalty on all Dexterity- and Wisdom-based skill checks. Both the bonus and penalties may be removed at any time during the scenario with the *lesser restoration* spell; once removed, the effects of the boon are permanently lost.

This Chronicle sheet may only be assigned to a Pathfinder Society character between February 6, 2012, and February 26, 2012. Once assigned, the effects may be used at any time thereafter. Once used, cross the boon off the Chronicle sheet.

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 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 #