PATHFINDER SOCIETY INTRODUCTORY SCENARIO FIRST STEPS, PART 1: IN SERVICE TO LORE

Scenario Chronicle #

EST. 4708	AR	IN)EKVILE IU)				Norma
-	This	Chronicle Certi	fies That ———		———	SUBTIE 1	-	417
_						SUBTIE	R	
	Karzak		44266	- 2	-			
Player Name	– A.K.A. ————————————————————————————————	r Name	Pathfinde	r Society #	Faction		EXPERIEN	NCE
1	———— Has C	ompleted This	Scenario. ——			P		
Items Found Duri	ng This Scenario					0	C: ::	\/B
	(1:1: ./.						Starting	GM's Initial
	r of hiding (250 gp) on of invisibility (300 gp)					+ 1	C = :	esr
Scrol	ll of remove disease (375 gp)						Gained (G	M ONLY)
	d of disguise self (5 charges d of knock (11 charges; 990						Final XP T	Total
		817				`h'		
						لو ا	FAME	
						0	0)
						Initial F	ame Init	ial Prestige
						+1		esr
						Prestig	ge Gaine	J (GM ONL)
						P	restige S	pent
							L	
						Final F	ame Curre	nt Prestige
						qJ_	GOLD	
							Start G	
						+ 4	17	esr
						GP	Gained (G	GM ONLY)
						+	-	esr
1_						Di	ау Job (GM	ONLY)
┦		:				.;		
Items Sold / Conditi	ons Gained	It	ems Bought / Co	nditions Cleared			Items So	old
		[_			- - ———	=	Subtota	<u>al</u>
		_ =					Jubioti	
							tems Bou	ught
		-						
FOTAL VALUE OF ITEMS SC Add 1/2 this value to the "Ite		T	OTAL COST OF ITEMS	BOUGHT	-	<u></u> ;	T. 1	
						<u> </u>	Total	
For GM Only	11000	0/0/00	10 -	lia Dara III		00700		
Intro 1	11229	3/3/201		lie Rosenblu		29760	indor Co-	eioty "
EVENT	EVENT CODE	DATE		Game Master's Sigr	iature	GM Pathfi	maer Soc	iety#