



Pathfinder Society Quest #7: A Curious Claim

Character Chronicle #

Herolab Code

S7D3

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

Druma is a land of complex etiquette and financial laws, and you had an opportunity to participate in that system. Who knew insurance adjusters might find themselves opposed by bandits, undead, and powerful mercantile conglomerates?

Boons

☐☐☐ **Amateur Adjuster (General)** With the claim settled, you've shored up relationships with some valuable allies and learned a bit about navigating Druman bureaucracy. Whenever you attempt a check to Gather Information, Decipher Writing, or Create a Forgery, you can check a box next to this boon to gain a +1 circumstance bonus on the check. If the check involves interacting with a Druman business or Druman bureaucracy, you instead gain a +3 circumstance bonus on the check.

Items

Purchases

kukri^u (6 sp)

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

kukri^u (6 sp)

Items Bought / Conditions Cleared	
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
TOTAL COST OF ITEMS BOUGHT	

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #