



Pathfinder Society Quest #1A: The Sandstone Secret

Character Chronicle #

Herolab Code

Q1L5

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

Adventure Summary

You dealt with the lies of a false Pathfinder and survived the deadly guardians of an Osiriani tomb. With a little luck, you've helped preserve and improve the Pathfinder Society's reputation in Osirion.

Boons

Sand Slide ⤵ Uses 3 ☐ ☐ ☐; **Trigger** You would fail (but don't critically fail) a Reflex save to avoid a trap's effects; **Effect** You Step and then Drop Prone in your new location. You gain a +2 circumstance bonus to your triggering Reflex save. If this would have been enough to resist the trap's effects initially, you succeed at the save instead.

Items

Purchases

Items Sold / Conditions Gained

onyx panther talisman (level 2; 6 gp, discounted price)

TOTAL VALUE OF ITEMS SOLD

Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

onyx panther talisman (level 2; 5 gp, discounted price)

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 #