



Little Trouble in Big Absalom

Character Chronicle #

Chronicle Code

K7N1

A.K.A. _____ - 2		Faction _____ Reputation _____
Player Name _____	Character Name _____	Faction _____ Reputation _____
Organized Play # _____	Character # _____	Faction _____ Reputation _____
Adventure Summary		
Your tribe, the Hookclaws, discovered a treasure-laden vault and asked you to join a team to delve in and look for potential wealth. Instead of riches, you braved terrible dangers to discover yourself in a grandmother's basement. At her request, you helped the kindly old lady by retrieving her magical hedge trimmer from a neighbor's garden.		
Boons		
Hookclaw Recruit: As members of your tribe returned from the surface with tales of treasure, strange monsters, and kindly old humans, you felt the spark of adventure kindle in your heart. Attach this boon to one kobold character you create to give it the following background.		
HOOKCLAW DIGGER		BACKGROUND
RARE You are a digger from the Hookclaw kobold tribe, born beneath the streets of Absalom, with muscles and mind hardened by years spent tunneling through rock and earth and a confidence built upon your pride in your draconic heritage. Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost. You're trained in the Crafting skill, the Mining Lore skill, and the Engineering Lore skill. You gain the Improvise Tool skill feat.		
Items	Purchases	REWARDS
None	Items Sold / Conditions Gained	
	TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box	
Keepsakes	Items Bought / Conditions Cleared	
None		
	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 #