Character Chronicle #

Herolab Code

M6T2

A.K.A.

_____ _____ _____ - **2**
Player Name **Character Name** **Organized Play #** **Character #**

Faction _____ Reputation _____
Faction _____ Reputation _____
Faction _____ Reputation _____

Adventure Summary

The Mosquito Witch, thought to be only a local legend of the village of Shimmerford, seems now to be all too real. A plague of mosquitoes has descended upon the village, and those who have gone to investigate the problem have not returned. After piecing together various clues, Pathfinders discovered that the culprit behind the mosquito plague was actually a group of mitflit gremlins. But the mitflits can't explain all of the mysteries the Pathfinders found.

Boons

Cryptid Scholar (Untyped Boon): Your experiences with the Mosquito Witch have inspired you to research strange creatures. When you Recall Knowledge to identify a rare or unique creature, you can use the following reaction.

↺ (fortune) **Uses** 3 ☐☐☐ **Trigger** You attempt to Recall Knowledge to identify a creature you can see; **Effect** You roll the skill check twice and use the better result.

Items

SUBTIER 1-2

_potion of invisibility_ᵁ (level 4; 20 gp)

SUBTIER 3-4

_potion of invisibility_ᵁ (level 4; 20 gp)
animal staff (level 4; 90 gp)

Purchases

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

Notes

Downtime

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

_____ _____ _____ _____ | _____
EVENT **EVENT CODE** **DATE** **Game Master's Signature** **GM Organized Play #**