



# Pathfinder Society Scenario #1-19: Iolite Squad Alpha

Character Chronicle #

Herolab Code

J4Q3

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

## Adventure Summary

You successfully escorted a squad of hobgoblin Pathfinder candidates to Absalom, sharing techniques and skills along the way.

## Boons

**Iolite Trainee Hobgoblin:** The Iolite Squad's reports on valuable Pathfinder skills have made it back to Oprak to be incorporated into their training regimens. You have gained access to the following background for all of your characters (include a copy of this Chronicle Sheet with any character who selects this background).

### IOLITE TRAINEE HOBGOBLIN

### BACKGROUND

**Prerequisites** Hobgoblin ancestry

The Iolite Squad was Oprak's first foray into training hobgoblins for Pathfinder membership. You've added the archival and archaeological skills they sent back to Oprak into your military training.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Warfare Lore skill. You gain the Sign Language skill feat.

## Items

## Purchases

lifting belt (level 4; 80 gp)

### Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

**TOTAL VALUE OF ITEMS SOLD**

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

ring of the ram (level 6; 220 gp)

### 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

## FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #