



Pathfinder Society Scenario #1-23: Star-Crossed Court

Character Chronicle #

Herolab Code

J2L6

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

Reputation

Faction

Reputation

Faction

Reputation

Adventure Summary

Your journey to Ekkeshikaar was one of diplomacy and intrigue. You (☐ followed the advice of Eras the Needle / ☐ listened to the words of Calisro Benarry/ ☐ forged your own path through the negotiations), and as a result the iruxi of Ekkeshikaar are very likely to become essential allies to the nation of Vidrian and the Pathfinder Society in the years to come.

Boons

☐ **Seasoned Diplomat** (Advanced) You have navigated the courts of Ekkeshikaar, honing your skills as a diplomat and researcher. You may check the box next to this boon at the beginning of an adventure to become trained in Diplomacy and Society for the duration of that adventure. If you are already trained in one of these skills, you instead become an expert. If your proficiency level is higher than expert in either of these skills, you treat any critical failure rolled with that skill as a failure and any failure as a success for the duration of the adventure.

Items

lifting belt (Level 4; 80 gp)
ventriloquist's ring (Level 3; 60 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

SUBTIER 3-4

SUBTIER 5-6

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 #