



Pathfinder Society Quest #9: Wayfinder Origins

Character Chronicle #

Herolab Code

M5X9

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

Adventure Summary

A previous group of Pathfinders found a mysterious *wayfinder* in an Azlanti ruin that glowed with ☐blue/☐red/☐green light. You used this magical compass as a key to open the way further into the ruin, where you discovered an ancient workshop that was once used to create *wayfinders*.

Boons

Wayfinder Connections (Slotless) Thanks to your connection with Venture-Captain Muesello, you have an easier time securing *wayfinders*. You can purchase *wayfinders* of up to your character level + 2 as long as you have access to them. If you own a standard *wayfinder* (*Core Rulebook* 617), Muesello offers to upgrade it to a *wayfinder* with additional features for the difference in cost between the items.

Items

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

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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 #