



# Pathfinder Society Scenario #1-06: Lost on the Spirit Road

Character Chronicle #

Herolab Code

R2M5

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

## Adventure Summary

The twisting, turning pathways along the Spirit Road offer many surprising revelations, some good, some bad. Only you are likely to remember which path you took, where it led you, and what adventures you had along the way. Well, perhaps you and a certain kitsune.

## Boons

☐☐☐ **Traveler of the Spirit Road (General):** You have traveled the pathways near the Forest of Spirits and not only managed to avoid losing your way, but even befriended some of the local kami. The kami's blessing follows you now and protects you from bad luck. Whenever you would critically fail a check to Hide, Sneak, Sense Direction, or Track while in a forested area, you may check a box next to this boon as a free action to treat that check as a failure instead.

## Items

## Purchases

katana<sup>u</sup> (2 gp)

### Items Sold / Conditions Gained

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

TOTAL VALUE OF ITEMS SOLD

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

+1 katana<sup>u</sup> (level 2; 35 gp)

### 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

SUBTIER 1-2

SUBTIER 3-4

REWARDS

**FOR GM ONLY**

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #