

Pathfinder Adventure Path #61: Shards of Sin

V	This Chronicle C	ertifies That		☐ Slow ☐ Norma
Η	A 17. A	_	4	2,400 4,800
Player Name	A.K.ACharacter Name	Pathfinder Society #	Faction	3-5
1	———— Has Received Thi	s Chronicle.		
Items Found During T	This Scenario			EXPERIENCE □
You may have the inflet change your selected sl shards' powers. Shard of Greed: Select active, this shard's influt. Gain a +2 insight borth and the same as a spell-letter of the shard's influt. Gain a +1 insight borth are least succeed at a DC 20 Will. Shard of Pride: Select active, this shard's influt. Gain a +2 insight borth are as a select active, this shard's influt. Gain a +2 insight borth are as a select active, this shard's influt. Gain a +2 insight borth are as a select active, this shard's influt. Gain a +2 insight borth are as a select active, this shard's influt. Gain a +2 insight borth are as a select active, this shard's influt. Gain a +2 insight borth are as a select active, this shard's influte. Gain a +2 insight borth are active, this shard's influte. Gain a +2 insight borth are active, this shard's influte.	uence of one shard of the Sihedre hard once per day. This Chronicl ct one of the following three ability ence grants you the selected ability us on saves versus transmutation like ability usable 1/day. This consists a speedy, and are sickened whenever 500 gp per Hit Die in total. Each save or take 1d4 points of Wisdom et one of the following three ability us on saves versus illusion spells at spell-like ability usable 1/day. Thus on all skill checks. The elusions of grandeur, and are sick to a spell-like ability usable 1/day. The short of grandeur, and are sick to as long as that arrangement the the aid another action. The gp) The constant of the following three ability usable 1/day. The short of grandeur, and are sick to a spell-like ability usable 1/day. The short of grandeur, and are sick to a solong as that arrangement the the aid another action. The gp) The constant of the following three ability usable 1/day. The short of grandeur, and are sick to grandeur	ver you are not wearing nonmagical time you sell a belonging or give one damage. ies, crossing the others off the Chrony, and imparts upon you the listed per	piecle sheet. When malty. jewelry and fine e away, you must sicle sheet. When malty. ther creature as a benefit of the aid spending of the aid spending of the aid spending of the spending	Starting XP + XP Gained (GM ONLY) Final XP Total FAME Initial Fame Initial Prestige + Prestige Gained (GM ONLY) - Prestige Spent GOLD Start GP + GP Gained (GM ONLY) + 0 Day Job (GM ONLY) - Items Sold
Items Sold / Conditions	Gained	Items Bought / Conditions Cleared	d	Subtotal
OTAL VALUE OF ITEMS SOLD dd 1/2 this value to the "Items So	old" Box	TOTAL COST OF ITEMS BOUGHT		Items Bought = Total
For GM Only				
	EVENT COST	175		CMD II C II C
EVENT	EVENT CODE D	ATE Game Master's Sig	gnature	GM Pathfinder Society #