



GM Star Reward Student of Scrolls

Character Chronicle #

Player Name	A.K.A.	Character Name	Pathfinder Society # Faction

This Chronicle sheet grants access to the following:

This Chronicle sheet presents five special boons that reward a Pathfinder Society Organized Play participant who has earned one or more GM stars. To earn a boon, the participant must have earned the listed number of stars, must have reached the listed character level, and must either forgo a Day Job roll or spend 1 Prestige Point.

The Master of Scrolls displays an innocent and absentminded curiosity about the world around him, often overlooking such trivial niceties as dressing properly or realizing that someone's trying to speak to him. Kreighton Shaine's interests are eclectic, and he encourages his students to study widely. Even though less observant agents quietly snicker at the Master of Scroll's strange behavior and bizarre hypotheses, the conclusions he eventually reaches are ingenious. You are one of his favorite pupils, which means he is able to recall your name more often than not.

Diverse Training (1st-Level, 1 Star): Kreighton Shaine's ability to speak at length about virtually any topic is merely an extension of his years of scholarship and his limitless capacity for extemporaneous theory-crafting. You have a talent for distinguishing his facts from his hypotheses, granting you a rudimentary understanding of countless skills. Once per scenario, you may attempt a skill check as if you were trained in that skill. Your bonus on the check is equal to three plus your number of GM stars and is modified by no other modifiers (including armor check penalty, ability modifiers, etc.).

Off-Lectured (3rd-level, 2 Stars): The Master of Scrolls is known for his rambling, esoteric talks that favor the elf's train-of-thought speech patterns. Where others might have lost interest, you have gleaned a multitude of academic knowledge from Shaine's disjointed thoughts and theories. When you roll a Knowledge check at the beginning of an adventure (such as immediately after a receiving a mission), you gain a bonus on the check equal to your number of GM stars.

Essential Field Agent (5th-Level, 3 Stars): At Kreighton Shaine's recommendation, the Pathfinder Society recognizes you as a particularly promising agent worth special effort to preserve for future missions. Your wayfinder is decorated with magical silver filigree that does not interfere with the wayfinder's normal functions and acts as an *aegis of recovery* (*Pathfinder RPG Ultimate Equipment* 254) that heals you for a number of points of damage equal to 2d8 plus twice your number of GM stars the next time you fall below 0 hit points. When this ability triggers, the filigree tarnishes and loses this extra ability; cross this boon off your Chronicle sheet.

Vaults of the Ten (7th-Level, 4 Stars): Kreighton Shaine allows you to peruse one of the Vaults—the numerous caches of relics and magic items that exist beneath the Grand Lodge of Absalom—and pick an item to use in your adventures. You may treat your effective Fame as though it were 5 higher when purchasing a single item. Alternatively, you can purchase a single wand that has only 10 charges; you may also increase the wand's caster level up to CL 7th. The wand's price is equal to the level of the spell × the caster level × 150 gp. If the spell has a material component cost, add 10 times the material component's cost to the final price of the wand. You may use this boon once; record the item or wand purchased below.

Item Selected: _____ **GM Initials:** _____

Scroll-Savvy (9th-Level, 5 Stars): After penning countless reports and poring over myriad texts, you have developed a natural affinity for using magical scrolls. You can cast spells from scrolls as though all spells were on your class's spell list (treat your caster level as 1 if you do not already have a caster level); however, if you fail the caster level check to activate a scroll, the Wisdom check DC to avoid a mishap is 8. At the start of each scenario, Kreighton Shaine gives you a single scroll with a single 1st-, 2nd-, or 3rd-level spell with no expensive material components, but you must return an unused scroll to him after the adventure.

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	—	—	—

EXPERIENCE	Starting XP	—	GM's Initials
	+ XP Gained (GM ONLY)	—	GM's Initials
	= Final XP Total		

FAME	Initial Prestige	Initial Fame	GM's Initials
	+ Prestige Gained (GM ONLY)	—	GM's Initials
	- Prestige Spent		
	Current Prestige	Final Fame	

GOLD	Starting GP	—	GM's Initials
	+ GP Gained (GM ONLY)	—	GM's Initials
	+ Day Job (GM ONLY)		
	- Gold Spent		
	= Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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GM Star Reward Student of Spells

Character Chronicle #

A.K.A.	-	-	-
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

This Chronicle sheet presents five special boons that reward a Pathfinder Society Organized Play participant who has earned one or more GM stars. To earn a boon, the participant must have earned the listed number of stars, must have reached the listed character level, and must either forgo a Day Job roll or spend 1 Prestige Point.

The Master of Spells is infamous for the cantankerous disdain he shows to initiates and field agents, especially those who have no magical talents. Nonetheless, he is a gifted wizard with many discoveries to his name. You have earned his grudging approval—possibly even his respect—and he makes a special effort to spare you his derision in front of your peers.

Diverse Training (1st-Level, 1 Star): Little irritates Aram Zey more than hearing uneducated louts recite the stereotypical foibles of arcane spellcasters, and he pushed you to practice a wide range of skills so that you are not to be upstaged by less erudite allies. Once per scenario, you may attempt a skill check as if you were trained in that skill. Your bonus on the check is equal to three plus your number of GM stars and is modified by no other modifiers (including armor check penalty, ability modifiers, etc.).

Retributive Abjuration (3rd-level, 2 Stars): Accidents happen in the world of magic, and a resourceful agent of Spells knows how to turn disaster into an advantage. Once per scenario as a swift action, you siphon away harmful energy and redirect it; this is a supernatural ability that functions as the spell *draconic reservoir* (*Pathfinder RPG Advanced Player's Guide* 217), except the effect lasts for a number of rounds equal to your number of GM stars and can only absorb 3 points of energy damage per GM star.

Essential Field Agent (5th-Level, 3 Stars): At Aram Zey's recommendation, the Pathfinder Society recognizes you as a particularly promising agent worth special effort to preserve for future missions. Your wayfinder is decorated with magical silver filigree that does not interfere with the wayfinder's normal functions and acts as an *aegis of recovery* (*Pathfinder RPG Ultimate Equipment* 254) that heals you for a number of points of damage equal to 2d8 plus twice your number of GM stars the next time you fall below 0 hit points. When this ability triggers, the filigree tarnishes and loses this extra ability; cross this boon off your Chronicle sheet.

Vaults of the Ten (7th-Level, 4 Stars): Aram Zey allows you to peruse one of the Vaults—the numerous caches of relics and magic items that exist beneath the Grand Lodge of Absalom—and pick an item to use in your adventures. You may treat your effective Fame as though it were 5 higher when purchasing a single item. Alternatively, you can purchase a single wand that has only 10 charges; you may also increase the wand's caster level up to CL 7th. The wand's price is equal to the level of the spell × the caster level × 150 gp. If the spell has a material component cost, add 10 times the material component's cost to the final price of the wand. You may use this boon once; record the item or wand purchased below.

Item Selected: _____ GM Initials: _____

The Spells Know All Secrets (9th-Level, 5 Stars): Together with Aram Zey, you have studied the spellcasting secrets of another race and reverse-engineered a closely-guarded incantation. Choose one legal, race-specific spell from Chapter 1 of *Pathfinder RPG Advanced Race Guide* (except *paragon surge*). So long as you possess this boon, all of your Pathfinder Society Organized Play characters have access to this spell as if they were members of that race.

MAX GOLD	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
	SUBTIER <input type="checkbox"/> Slow <input type="checkbox"/> Normal	-	-	-
EXPERIENCE	Starting XP			
	+ _____	-	-	GM's Initials
	XP Gained (GM ONLY)			
	= _____	Final XP Total		
FAME	Initial Prestige	Initial Fame		
	+ _____	-	-	GM's Initials
	Prestige Gained (GM ONLY)			
	- _____	Prestige Spent		
GOLD	Current Prestige	Final Fame		
	Starting GP			
	+ _____	-	-	GM's Initials
	GP Gained (GM ONLY)			
DAY JOB	+ _____	-	-	GM's Initials
	Day Job (GM ONLY)			
	- _____	Gold Spent		
= _____		Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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GM Star Reward Student of Swords

Character Chronicle #

Player Name	A.K.A.	Character Name	Pathfinder Society #
		Faction	

This Chronicle sheet grants access to the following:

This Chronicle sheet presents five special boons that reward a Pathfinder Society Organized Play participant who has earned one or more GM stars. To earn a boon, the participant must have earned the listed number of stars, must have reached the listed character level, and must either forgo a Day Job roll or spend 1 Prestige Point.

The Master of Swords is a muscular man with years of military experience, which he translates into simple yet essential lessons regarding how to stay alive as a field agent. He sometimes takes a few particularly promising students under his wing for more focused instruction. You are among his favorites, and he continues to provide you encouragement and pointers even now that you're a field agent.

Diverse Training (1st-Level, 1 Star): Marcos Farabellus teaches that a Pathfinder must be prepared for anything while in the field; if the guide vanishes or the cleric falls to her death, someone needs to be able to step up and get the job done. Once per scenario, you may attempt a skill check as if you were trained in that skill. Your bonus on the check is equal to three plus your number of GM stars and is modified by no other modifiers (including armor check penalty, ability modifiers, etc.).

Work as a Team (3rd-Level, 2 Stars): Marcos Farabellus has taught you special techniques for acting with tactical precision even when working with an eclectic team. You may spend your free reroll (*Guide to Pathfinder Society Organized Play* 26) to allow another player to reroll one d20 roll using your GM star bonus, even if she has already used her own free reroll. In addition, once per scenario as a swift action you may coordinate your tactics with an ally within 30 feet. You treat your ally as though she possessed the same teamwork feats as you for the purpose of determining whether you receive a bonus from your teamwork feats; your ally gains the same benefit with respect to you. If neither you nor your ally has any teamwork feats, you each gain a +2 bonus to CMD while adjacent to one another. This ability lasts five rounds.

Essential Field Agent (5th-Level, 3 Stars): At Marcos Farabellus's recommendation, the Pathfinder Society recognizes you as a particularly promising agent worth special effort to preserve for future missions. Your wayfinder is decorated with magical silver filigree that as an aegis of recovery (*Pathfinder RPG Ultimate Equipment* 254) that heals you for a number of points of damage equal to 2d8 plus twice your number of GM stars the next time you fall below 0 hit points. When this ability triggers, the filigree tarnishes and loses this extra ability; cross this boon off your Chronicle sheet.

Vaults of the Ten (7th-Level, 4 Stars): Marcos Farabellus allows you to peruse one of the Vaults—the numerous caches of relics and magic items that exist beneath the Grand Lodge of Absalom—and pick an item to use in your adventures. You may treat your effective Fame as though it were 5 higher when purchasing a single item. Alternatively, you can purchase a single wand that has only 10 charges; you may also increase the wand's caster level up to CL 7th. The wand's price is equal to the level of the spell × the caster level × 150 gp. If the spell has a material component cost, add 10 times the material component's cost to the final price of the wand. You may use this boon once; record the item or wand purchased below.

Item Selected: _____ GM Initials: _____

Practice Makes Perfect (9th-level, 5 Stars): The Master of Swords understands that perfecting a new technique requires experience, and he has taught you several techniques to practice while you're in the field. Choose a combat feat from the *Pathfinder RPG Core Rulebook* for which you meet the prerequisites. Once per scenario as a move action, you can gain the benefits of this feat for five rounds. If you later gain the selected feat, you may replace this feat with a different combat feat for which you meet the prerequisites from the *Core Rulebook*.

Feat Selected: _____ GM Initials: _____

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-	-
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
-	-	-	
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
-	-	-	

EXPERIENCE	Starting XP	
	+	-
	XP Gained (GM ONLY)	
	=	
Final XP Total		

FAME	Initial Prestige	Initial Fame
	+	-
	Prestige Gained (GM ONLY)	
	-	
Prestige Spent		
Current Prestige	Final Fame	

GOLD	Starting GP	
	+	-
	GP Gained (GM ONLY)	
	+	
Day Job (GM ONLY)		
-		
Gold Spent		
=		
Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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