



Pathfinder Society Scenario #7-02: Shipyard Sabotage

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You set out with the heads of Procurement and Supply, Nairaba and Kitsch, to assess warships to increase the Pathfinder Society's naval prowess. In the process, you were attacked by Captain Conziva's pirates. When you met Captain Conziva, you ☐ slew her, ☐ defeated her and captured her alive, or ☐ recruited her to help in the fight against Cheliah.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Rewards

Starting XP

XP Gained

Total XP

Experience

Items

Notes

choker of elocution (level 6, 200 gp; *Pathfinder GM Core* 287)
dragon turtle scale (level 4, 13 gp; *GM Core* 264)
effervescent ampoule (level 2, 7gp; *GM Core* 264)
moderate blast boots (level 3, 11 gp; *Pathfinder Guns and Gears* 67)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 96XT

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club