



Pathfinder Society Scenario #7-16: A Star's Journey

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

In your search for the missing Jistkan automaton named Star, you explored a ruined temple from the Jistka Imperium and received guidance from an enigmatic automaton. ☐ You also solved an ancient puzzle, giving you access to a special item (cross out items not obtained). You rescued Star and uncovered a shaft leading to lower levels of the ancient temple.

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

crafters eyepiece (level 3, 60 gp; *Pathfinder GM Core* 288)
dancing scarf (level 3, 60 gp; *GM Core* 288)
glow rod (level 1, 3 gp; *GM Core* 251)
lesser maestro's instrument (level 3, 60 gp; *GM Core* 275)
shrinking potion (level 4, 15 gp; *GM Core* 261)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: V457

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