



Pathfinder Adventure Path #55: The Wormwood Mutiny

GM SHEET

This Chronicle Certifies That _____

Scott

A.K.A.

Paulo

14034

22

Andoran

Player Name

Character Name

Pathfinder Society #

Faction

Has Received This Chronicle. _____

Items Found During This Scenario

Nascent Notoriety: Your actions have earned you a modicum of respect on the high seas, and you gain 5 points of Disrepute and 5 points of Infamy. Disrepute behaves in many ways like Prestige Points, allowing you to leverage your reputation to purchase a small number of boons; Prestige Points and Disrepute are not interchangeable unless otherwise noted. Infamy behaves in many ways like Fame, tracking the total number of Disrepute points that you have earned in your career, and you may use your Infamy instead of your Fame when determining the maximum gp value of items purchased from your faction. As you continue your adventures in the Shackles, your Disrepute and Infamy will grow, as will the ways in which you may spend Disrepute.

Fearsome Reputation (1+ Disrepute): When you make an Intimidate check or a saving throw against a fear effect, you may spend 1 point of Disrepute to gain a +1 bonus on the roll. For every additional point of Disrepute you spend, increase the bonus by 1 (maximum +5).

Captured Ship (1+ Disrepute): You may spend any number of Disrepute to reduce the cost of purchasing the Ship vanity (Pathfinder Campaign Setting: Pathfinder Society Field Guide 62) by an equal number of Prestige Points. If you reduce the cost to 0 Prestige Points, you gain the Ship vanity for free. You may only use Disrepute to reduce the cost of a single ship.

Infamy (5) _____

Disrepute (5) _____

amulet of natural armor +1 (2,000 gp)

anchor feather token (50 gp)

bracers of armor +1 (1,000 gp)

lesser bracers of archery (5,000 gp)

oil of taggit (90 gp, limit 4)

potion of blur (300 gp)

potion of cure moderate wounds (300 gp)

ring of swimming (2,500 gp)

screaming bolt (267 gp)

wand of mirror image (23 charges; 2,070 gp, limit 1)

wand of summon nature's ally II (12 charges; 1,080 gp, limit 1)

	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	MAX GOLD
LEVEL			
2-4	1,856	3,711	

EXPERIENCE

4

Starting XP

+ **3**

GM'S INITIAL

XP Gained (GM ONLY)

7

Final XP Total

FAME

6

Initial Fame

6

Initial Prestige

+ **4**

GM'S INITIAL

Prestige Gained (GM ONLY)

-

Prestige Spent

10

Final Fame

10

Current Prestige

GOLD

626

Start GP

+ **3711**

GM'S INITIAL

GP Gained (GM ONLY)

+

GM'S INITIAL

Day Job (GM ONLY)

Items Sold

Subtotal

Items Bought

4337

Total

Items Sold / Conditions Gained

Items Bought / Conditions Cleared

For GM Only

S&S WWS Group	36282	11/30/13	14034-22
EVENT	EVENT CODE	DATE	Game Master's Signature
			GM Pathfinder Society #