



Ultimate Intrigue Vigilante Playtest

Character Chronicle #

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

This Chronicle sheet grants access to the following:

This is a special Chronicle sheet intended for use with the playtest phase of the vigilante class from the upcoming *Pathfinder RPG Ultimate Intrigue*. We **strongly encourage** you to complete a feedback survey for your class and participate in the discussion online at paizo.com. Each vigilante PC will receive a free rebuild on the book's official release date, so don't hesitate to play your vigilante character beyond 2nd level.

You may print out multiple copies of this Chronicle sheet and assign up to one per single-classed character that uses the vigilante playtest class. Each time you play an adventure with this character, have your GM fill one of the lines below that reflects your character's level. If there is not an available line, you do not receive credit on this sheet for that adventure. If you are the GM and assigned credit to this PC, you may instead fill in a line if at least one single-class vigilante played at your table.

If you complete an adventure by **July 20, 2015** (the end of the active playtest), you can instead fill in two lines. At the end of the playtest on **August 17, 2015**, you gain benefits based on the number of lines you have filled. Benefits are cumulative, and you may fill in lines below retroactively for playtest sessions performed before this Chronicle sheet was made available.

Remember that you must also have a copy of the playtest rules for your class every time you play this character.

Level 1+: Scenario _____ Date _____

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Level 1+: Scenario _____ Date _____

Level 1+: Scenario _____ Date _____

Level 1+: Scenario _____ Date _____

Level 1+: Scenario _____ Date _____

Level 3+: Scenario _____ Date _____

Level 3+: Scenario _____ Date _____

Level 5+: Scenario _____ Date _____

Level 5+: Scenario _____ Date _____

Level 7+: Scenario _____ Date _____

Level 7+: Scenario _____ Date _____

Dual Identity (1 line): You are able to continue playing this character between the end of the playtest window and the official release date of *Ultimate Intrigue*. Creating a playtest character after the playtest window ends is impossible.

Practiced Grace (4 lines): Juggling your vigilante identity and social identity has honed your expertise in complicated social situations. Choose one additional skill for your social grace class feature.

Extraordinary Renown (7 lines): Due to your extraordinary efforts, you have become famous in a larger settlement than is normally possible. In addition to your normal renown ability, choose either Absalom or one settlement that your character has visited during one of the initialed adventures on this sheet. Your character's renown applies in that settlement, regardless of its size.

Arisen Sidekick (11 lines): You have trained a trusted sidekick who is ready to continue your personal mission. If this character permanently dies (either during play or by your permanently retiring the character), you may cross all other boons off this Chronicle sheet and attach it to a new character to give that character 6 XP, 12 Prestige Points and Fame, and 3,000 gp.

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	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
FAME	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
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

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

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

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 #