



Pathfinder Society Scenario #9-24: Beneath Unbroken Waves

Character Chronicle #

011

Core Campaign

Player Name: Score A.K.A.: Jasper Organized Play #: 14034-54 Character #: The Concordance Faction: The Concordance

This Chronicle sheet grants access to the following:

Fist of Elemental Accord: Your work on behalf of the Concordance of Elements reviving the lost Monastery of Unbreaking Waves has given you a rudimentary understanding of elemental martial arts techniques and a small reserve of energy with which to use them. You can check one box next to this boon as a swift action to charge your fists with elemental energy, dealing an additional 1d6 points of damage with your unarmed strikes or natural attacks for 4 rounds. During the first round of this ability, the type of extra damage added is cold, during the second round the damage type changes to fire, then acid on the third round, and electricity on the fourth and final round. Once you have checked all the boxes next to this boon, you can spend 4 Prestige Points to use this ability without checking off a box.

Wavemaster: Your experience beneath the waves has greatly strengthened your ability to function underwater. You can check a box next to this boon as a swift action to gain a 30-foot swim speed and the ability to use bludgeoning and slashing weapons underwater without penalty for 1 minute. Whenever you would need to attempt a Constitution check to continue holding your breath, you can instead check a box next to this boon as an immediate action to automatically hold your breath for an additional 4 rounds.

GOZ MASK		PRICE
		8,000 GP
SLOT head	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		

A goz mask allows you to see through fog, smoke, and other obscuring vapors as if they did not exist (this ability functions underwater as well, allowing the wearer to see through thick silt and other aquatic precipitates). Additionally, you are treated as one size category larger than you are and gain a +4 bonus on all saving throws made to resist the effects of wind while wearing a goz mask. A goz mask allows its wearer to breathe water for 1 hour per day—these minutes need not be consecutive, but must be expended in minimum increments of 10 minutes each.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
---------------------------	---------------

Requirements Craft Wondrous Item, control winds, water breathing;

Used 1 charge
 won CMW
 1 charge
 won Prendyuan
 4 charges
 won CLW
 Purchase Belt Goz 500 (+2)
 4000

SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	5-7	1,258
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	Out of Subtier	1,963
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	8-9	2,667
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	22	
	Starting XP	
EXPERIENCE	1	
	XP Gained (GM ONLY)	
EXPERIENCE	23	
	Final XP Total	
EXPERIENCE	34	34
	Initial Prestige	Initial Fame
FAME	2	
	Prestige Gained (GM ONLY)	
FAME	Prestige Spent	
	36	36
FAME	Current Prestige	Final Fame
	1394	
GOLD	Starting GP	
	5334	
GOLD	GP Gained (GM ONLY)	
	2500	
GOLD	Day Job (GM ONLY)	
	4000	
GOLD	Gold Spent	
	2778	
Total		

Subtier 5-6	Subtier 8-9
elemental gem (2,250 gp) goz mask (8,000 gp) sharktooth amulet (9,000 gp; Pathfinder RPG Advanced Race Guide 178)	elemental gem (2,250 gp) goz mask (8,000 gp) sharktooth amulet (9,000 gp; Pathfinder RPG Advanced Race Guide 178)

For GM Only: 310476 REVENLESS 8/23/18 Shelton 65077
 EVENT EVENT CODE DATE Game Master's Signature GM Pathfinder Society #