



Pathfinder Society Scenario #9-24: Beneath Unbroken Waves

Character Chronicle #

011

☐ Core Campaign

Score

A.K.A.

Tasper

14034-54

The Concordance

Player Name

Character Name

Organized Play #

Character #

Faction

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 MASKPRICE
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;

Subtier 5-6

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

Subtier 8-9

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

SUBTIER ☐ Slow ☒ Normal

5-7

1,258

2,516

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

1,963

3,925

MAX GOLD

SUBTIER ☐ Slow ☐ Normal

8-9

2,667

5,334

SUBTIER ☐ Slow ☐ Normal

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-

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EXPERIENCE

22

Starting XP

1

XP Gained (GM ONLY)

23

Final XP Total

34

34

Initial Prestige

Initial Fame

2

Prestige Gained (GM ONLY)

FAME

Prestige Spent

36

36

Current Prestige

Final Fame

1394

Starting GP

5334

GP Gained (GM ONLY)

2500

Day Job (GM ONLY)

GOLD

4000

Gold Spent

2778

Total

For GM Only

310476

EVENT

RELENTLESS 8/23/18

EVENT CODE

DATE

Shelton

Game Master's Signature

65077

GM Pathfinder Society #