

R Pathfinder Society Scenario #6-19: **Test of Tar Kuata**

Character Chronicle # 4

Core Campaign

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	Player Name	M.M./A	Character Na

This Chronicle sheet grants access to the following:

Enlightened Ambassador: Even in your short time at Tar Kuata, you have learned a few practical tricks from the Iroran monks. As a move action, you can enter a meditative trance that makes your senses more acute, your reflexes faster, and your mind more focused. The trance lasts for 1 hour, and you can end it (no action) at any point during this time to gain one of the following benefits: gain a +4 insight bonus on a saving throw against a mind-affecting effect, increase your speed by 10 feet for 1 round, or ignore concealment when making attacks for 1 round. When your trance ends, cross this boon off your Chronicle sheet.

Jeweled Recruiter (Scarab Sages faction): Your search for suitable stewards of the sage jewels has honed your ability to assess the character of others. Onde per scenario before rolling a Sense Motive check, you can use this boon to gain a +2 insight bonus on the check. During any encounter with a creature that possesses a sage jewel but is not a member of the Jeweled Sages, you can cross this boon off your Chronicle sheet when attempting any one attack roll, skill check, initiative check, or caster level check to overcome spell resistance; roll the check twice and take the higher result. Alternatively, you can gain the same benefit against any creature Amenopheus or Tahonikepsu has explicitly identified as a candidate for joining the Jeweled Sages.

Tar Kuata Initiate: The monks of Tar Kuata have recognized your potential and offered to train you at their monastery for a minimal cost. When using the rules for retraining (Rathfinder, RPG Ultimate Campaign 188), you treat all classes as though they had retraining synergy with the monk class; those that already have retraining synergy with the monk class instead reduce the number of days required to retrain any class level into a monk level by 1. A monk retraining a monk class archetype also reduces the time spent by 1 day for every alternate class feature gained or lost.

Finally, if you are a dwarf monk, you can cross this entire boon off your Chronicle sheet when retraining to gain the Ouat monk archetype (Pathfinder Campaign Setting: Inner Sea Combat 41) for free. If any other archetypes you possess modify the same class feature as the Quat archetype replaces, you lose those archetypes at no cost. Likewise, if an alternate dwarven racial trait modifies the same racial trait as the Ouat archetype, the archetype modifies that alternate racial trait instead.

instant fortress (55,000 gp) phylactery of faithfulness (1,000 gp) ring of climbing (2,500 gp) ring of jumping (2,500 gp) scroll of freedom of movement (700 gp) wand of sound burst (10 charges; 900 gp, limit 1)

amulet of natural armor +1 (2,000 gp) incense of meditation (4,900 gp) wand of searing light (5 charges; 1,125 gp, limit 1)

Used I charge Chainson Bough lesser Braces (600)

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计Thank you for playing PFS with the Boston Lodge! :-)

For GM Only

Pandemonium **EVENT**

61637 **EVENT CODE** May 17, 2015

Game Master's Signature

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GM Pathfinder Society #