



# Occult Adventures Playtest

Character Chronicle #

_____	A.K.A. _____	_____	_____
Player Name	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 upcoming *Pathfinder RPG Occult Adventures*. We **strongly encourage** you to complete a feedback survey for your class and participate in the discussion online at [paizo.com](http://paizo.com).

You may print out multiple copies of this Chronicle sheet and assign one to any single-classed character that uses the kineticist, medium, mesmerist, occultist, psychic, or spiritualist playtest class. Each time you play a scenario with this character, have your GM fill out one of the lines below that reflects the tier you played (for sanctioned adventures, the GM should fill in a line that best represents the adventure's level). If there is not an available line, you cannot receive credit on this sheet for that adventure. You can only fill in a line if you actually played the character; credit for GMing a scenario does not count. At the end of the playtest, you gain benefits based on the number of lines you have filled. Benefits are cumulative.

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

Tier 1-11: Scenario	5x08 - The Confirmation	Date	2014-11-03 - 2014-12-30
Tier 1-11: Scenario	_____	Date	_____
Tier 1-11: Scenario	_____	Date	_____
Tier 1-11: Scenario	_____	Date	_____
Tier 3-11: Scenario	_____	Date	_____
Tier 3-11: Scenario	_____	Date	_____
Tier 5-11: Scenario	_____	Date	_____
Tier 5-11: Scenario	_____	Date	_____
Tier 7-11: Scenario	_____	Date	_____
Tier 7-11: Scenario	_____	Date	_____

**Occult Dabbling (1 line):** By dabbling in this class's secrets, you are able to continue playing this character between the end of the playtest window and the official release date of *Occult Adventures*. Creating a playtest character after the playtest window ends is impossible.

**Occult Pioneer (3 lines):** Your exposure to occult magic has strengthened your will and mind against its effects. Once per scenario before attempting a saving throw against a mind-affecting spell or effect, you can use this ability to roll 1d4 and add the result to the save.

**Occult Mentor (6 lines):** You gain an occult student who assists you in your adventures in exchange for instruction, providing you a unique follower vanity (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 60). With your student's assistance, once per scenario you can cast one spell granted by one of the occult classes above without expending the spell's slot or prepared spell; the spell's level must be two lower than the highest-level spell that you can cast (minimum 1st-level). If you are a kineticist, you can instead transfer 1 burn to your student once per scenario as a ritual that takes 1 minute.

**Occult Leader (9 lines):** You have founded a small following based on your advances in occult magic and research. If this character permanently dies (either during play or by your permanently retiring the character and marking him as dead), one of your disciples steps up to continue your work; 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
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	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
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SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
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EXPERIENCE	Starting XP		
	<del>XP Gained (GM ONLY)</del>		
	=		
	Final XP Total		
FAME	Initial Prestige	Initial Fame	
	<del>Prestige Gained (GM ONLY)</del>		
	Prestige Spent		
	Current Prestige	Final Fame	
GOLD	Starting GP		
	<del>GP Gained (GM ONLY)</del>		
	<del>GP Spent (GM ONLY)</del>		
	Gold Spent		
	=		
Total			

**For GM Only**

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EVENT

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Game Master's Signature

GM Pathfinder Society #