

Gobhar
 CHARACTER
 Satyr (pygmy variant) small female
 RACE & LA SIZE GENDER
 49 Chaotic Neutral The Lantern King (TFW:24)
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Sylvan

Hebeloma
 PLAYER
 3'0" 32 lbs tawny yellow olive
 HEIGHT WEIGHT HAIR EYES SKIN
 Thrice Tenth Kingdom, The First World (TFW:51)
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	18	4	16	2		
CON	12	1	12			
INT	10	0	10			
WIS	10	0	10			
CHA	20	5	18	2		

HITPOINTS		
CURRENT HP	HP GAINED	HD
10	9	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	10	FAVORED CLASS
		Jester
TOTALS		0 6 1 0 2 2 1

CLASS RECORDER							
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Jester (bard)	0	6	1	0	2	2	1
TOTALS							
0 6 1 0 2 2 1							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE							
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL
AC	18	-10+	3	0	4	1	
TOUCH	15	-10+			4	1	
FLAT-FOOT	14	-10+	3	0	0	1	

DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
			-1	6	10%

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	1	0	1			
REF	6	2	4			
WILL	2	2	0			



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	3	0	2	1		
RANGED	5	0	4	1		
CMB	5	0	CHA	5	-1	
CMD	16	-10+	BOB	0	STA & DEX	
			6	1	-1	

SKILLS					
TOTAL	RANKS	ABILITY	TRAINED	MISC	RANKS TOTAL
7	1	4	3		6
0		0			
7		5			2
1		2			
0		0			
11	1	5	3	2	
		4			
5		5			
3		4			
3		4			
		5			
0		0			
5		5			
		0		1	
		0			
		0			
		0			
		0			
		0			
		0			
		0			
		0			
0		0			
9	1	5	3		
		0			
3		4			
6	1	0	3	2	
		4			
4	1	0	3		
11	1	4	3	4	
0		0			
1		2			
		5			

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Satyr (newpathfinderraces.wordpress) fey
 Pygmy (variant): base size is small instead of medium
 small: +1 AC, attack, -1 CMD, CMB, +4 Stealth, Move 20
 Fast Speed: 30; Low-Light Vision
 Convincing: +2 Diplomacy & Sense Motive
 Silver Tongued: +2 Bluff; Shift attitude by 3 steps
 Gregarious: w/ successful diplomacy, foe takes -2 vs all further Cha checks of satyr

Class: Bard HD: d8 skills: 6+Int Mod
 Archetype: Jester (LG:FKCC-12)
 Weapon Prof: All Simple & longsword, rapier, sap, shortsword, shortbow, whip
 Armor Prof: Light Armor & shields
 Antagonize +lv/2 Diplomacy, Intimidate, or Sense Motive checks
 Bardic performance (4 + Cha Mod/day) (standard then free)
 Countersong - counter magical effects w/ sound w/in 30'
 Distraction - counter magical effects w/ sight w/in 30'
 Fascinate - 1 creature becomes fascinated w/in 90'
 Satire: insult foes -1 attack, dam & saves

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE	0 / 2,000
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	

SPEED	INIT	HERO	SR	DR	RESISTANCES	POOL POINTS
30	4					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit	3	6	-1	10	Lt	4.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortsword	+3	1d4+2	19-20,x2		S	4.0	
shortbow	+5	1d4	20,x3	60	P	2.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					4
16	1st	3	1	2		2
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL CLASS ABILITY OTHER CURRENT POINTS

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

DOMAINS

DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSED
PROHIBITED
PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL CLASS ABILITY OTHER CURRENT POINTS

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Summon Instrument - Summons one musical instrument.	Conjuration					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
1			Play Instrument - Play instrument as if you were skilled.	Divination					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					

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