

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

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	22	6	18	2	2	

HITPOINTS			CLASS RECORDER											
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS				
42	37	5	Jester (bard)	3	30	5	1	4	4	5				
TOTAL HP			42	FAVORED CLASS		Jester	TOTALS	3	30	5	1	4	4	5

ABILITY SCORE & RACIAL NOTES

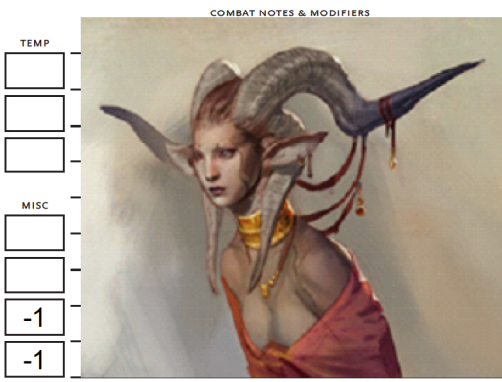
ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	5	0	4	1				
TOUCH	15	-10+			4	1				
FLAT-FOOT	16	-10+	5	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	1	1			
REF	8	4	4			
WILL	4	4	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	3		2	1	
RANGED	8	3		4	1	
CMB	9	3	CHA	6	1	-1
CMD	19	-10+	B3B	0	6	-1

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CHECK PENALTY: -1  
 MAXIMUM DEX: 6  
 SPELL FAILURE: 10%



### 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

Spell Song - Combine spell & Performance  
 Lingering Performance: Bardic Performance lasts 2 rnds after stopped  
 Versatile Performance: Use Perform bonus for Comedy (Bluff, Intimidate)

Well-Versed (Ex) +4 save vs Bardic Performance, Sonic, Language attacks  
 Harmless Performer: foe must will save to attack jester DC=10+lv/2+ChaMod  
 Lore Master - Take 10 on Knowledge Check (1/day)  
 Leafsinger: Bardic Performance range doubled in forest; +2 vs fey

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
ACROBATICS	7	1	4	3						
APPRAISE	4	1	0	3						
BLUFF	12	1	6	3	2					
CLIMB	5	1	2	3						
CRAFT: pipes	4	1	0	3						
DIPLOMACY	14	3	6	3	2					
DISABLE DEVICE			4							
DISGUISE	10	1	6	3						
ESCAPE ARTIST	7	1	4	3						
FLY	3		4							
HANDLE ANIMAL			6							
HEAL	0		0							
INTIMIDATE	10	1	6	3						
KN: (all)	5	1	0	3	1					
KN:			0							
KN:			0							
KN:			0							
KN:			0							
KN:			0							
LINGUISTICS	4	1	0	3						
PERCEPTION	4	1	0	3						
PERFORM	14	5	6	3						
PROF:	4	1	0	3						
RIDE	3		4							
SENSE MOTIVE	8	3	0	3	2					
SLEIGHT OF HAND	7	1	4	3						
SPELLCRAFT	5	2	0	3						
STEALTH	13	3	4	3	4					
SURVIVAL	0		0							
SWIM	1		2							
USE MAGIC DEVICE	10	1	6	3						

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

### ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit +2	5	6	-1	10	Lt	4.0
SHIELD						

EXPERIENCE		BASE	FLY	SWIM	CLIMB	MISC
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	15,000				23,000
SPEED		30				
INIT		4	=	4	DEX MOD	+ MISC MOD
HERO						
SR						
DR						
RESISTANCES						
POOL POINTS						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortsword	+6	1d4+2	19-20,x2		S	4.0	
shortbow +2	+8+2	1d4+2	20,x3	60	P	2.0	



**SPELLS PER DAY**

CLASS	Bard				LEVEL	5
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0					6
17	1st	6	4	2		4
18	2nd	4	2	2		3
	3rd			1		
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **35**      MEDIUM: 100FT + 10FT / LVL **150**      LONG: 400FT + 40FT / LVL **600**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<b>0</b>			

**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 **25**      MEDIUM: 100FT + 10FT / LVL **100**      LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>SPELL POINTS</b>	<b>0</b>			

**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					
0			Daze - Humanoid creature of 4 HD or less loses next action.	Enchantment					
0			Lullaby Makes subject drowsy (-5 Perception, -2 Will save vs sleep)	Enchantment					
1			Play Instrument - Play instrument as if you were skilled.	Divination					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Enchantment					
1			Charm Person - Makes one person your friend.	Enchantment					
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion					
2			Summon Monster II - Summons extraplanar creature to fight for you.	Conjuration					
2			Hold Person - Paralyzes one humanoid for 1 round/level.	Enchantment					