

**Chwèt**  
 CHARACTER: **Syrinx** medium male  
 RACE & LA: **medium** **male**  
 AGE: **18** **lawful evil** **Malthus (BotD1.ISG)**  
 ALIGNMENT DEITY  
 LANGUAGES: **Syrinx, Tengu**

PLAYER: **5' 6"** **140 lb** **white feathers** **yellow** **white**  
 HEIGHT WEIGHT HAIR EYES SKIN  
**Mountain Aeries of Arcadia**  
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>19</b>	<b>4</b>	<b>17</b>		<b>2</b>	
<b>DEX</b>	<b>18</b>	<b>4</b>	<b>18</b>	<b>-2</b>	<b>2</b>	
<b>CON</b>	<b>16</b>	<b>3</b>	<b>16</b>			
<b>INT</b>	<b>11</b>	<b>0</b>	<b>11</b>			
<b>WIS</b>	<b>13</b>	<b>1</b>	<b>11</b>	<b>2</b>		
<b>CHA</b>	<b>21</b>	<b>5</b>	<b>21</b>			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>92</b>	<b>92</b>	<b>10</b>	<b>Skald</b>	<b>7</b>	<b>40</b>		<b>7</b>	<b>3</b>	<b>7</b>	<b>10</b>
NONLETHAL HP DAM										
TEMPORARY HP										
<b>TOTAL HP</b>			<b>TOTALS</b>							
			<b>7</b>	<b>40</b>	<b>0</b>	<b>7</b>	<b>3</b>	<b>7</b>	<b>10</b>	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>22</b>	<b>-10+</b>	<b>8</b>	<b>0</b>	<b>4</b>					
<b>TOUCH</b>	<b>14</b>	<b>-10+</b>			<b>4</b>					
<b>FLAT-FOOT</b>	<b>18</b>	<b>-10+</b>	<b>8</b>	<b>0</b>	<b>0</b>					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>10</b>	<b>7</b>	<b>3</b>			
<b>REF</b>	<b>7</b>	<b>3</b>	<b>4</b>			
<b>WILL</b>	<b>8</b>	<b>7</b>	<b>1</b>			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>11</b>	<b>7</b>		<b>4</b>		
<b>RANGED</b>	<b>11</b>	<b>7</b>		<b>4</b>		
<b>CMB</b>	<b>12</b>	<b>7</b>	<b>CHA</b>	<b>5</b>		
<b>CMD</b>	<b>25</b>	<b>-10+</b>	<b>B7B</b>	<b>0</b>	<b>8</b>	

second attack +2 BAB

SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		40
<input checked="" type="checkbox"/> ACROBATICS *	DEX	8	1	4	3	
<input checked="" type="checkbox"/> APPRAISE	INT	4	1	0	3	
<input checked="" type="checkbox"/> BLUFF	CHA	9	1	5	3	
<input checked="" type="checkbox"/> CLIMB *	STR	8	1	4	3	
<input checked="" type="checkbox"/> CRAFT: instrument	INT	4	1	0	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	9	1	5	3	
<input type="checkbox"/> DISABLE DEVICE *	DEX			4		
<input type="checkbox"/> DISGUISE	CHA	5		5		
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	8	1	4	3	
<input checked="" type="checkbox"/> FLY *	DEX	13	1	4	3	5
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	9	1	5	3	
<input type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	9	1	5	3	
<input checked="" type="checkbox"/> KN: all	INT	14	10	0	3	1
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input type="checkbox"/> KN:	INT			0		
<input checked="" type="checkbox"/> LINGUISTICS	INT	4	1	0	3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	7	3	1	3	
<input checked="" type="checkbox"/> PERFORM: sing	CHA	18	10	5	3	
<input checked="" type="checkbox"/> PROF:	WIS	5	1	1	3	
<input checked="" type="checkbox"/> RIDE *	DEX	8	1	4	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	5	1	1	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			4		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	4	1	0	3	
<input type="checkbox"/> STEALTH *	DEX	4		4		
<input type="checkbox"/> SURVIVAL	WIS	1		1		
<input checked="" type="checkbox"/> SWIM *	STR	8	1	4	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	9	1	5	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

Race: Syrinx (ISB)	Lingering Performance - song effects extends 2 rnds
+2 save vs mind-affecting effects	Fly By Attack - Attack during move (B1-315)
Nocturnal +2 perception & stealth at night	Discordant Voice - allies deal 1d6 extra sonic damage during performance
darkvision 60' & low-light vision	Extra Rage - Use rage for 6 additional rounds per day
Speak with Avians - all birds and birdlike beasts	Improved Initiative +4
Class: Skald (ACG-49) HD: d8 skills: 4 +Int Mod	
Weapon Proficiency: All simple and martial	
Armor Proficiency: All Light & Medium & shields	
Bardic Knowledge (Ex) +lvl/2 on knowledge(all)	
Raging Song (Su) 9+ChaMod rnds/day (next page)	
Scribe Scroll - create scroll of any spell	Animal Fury (Ex) - Gain a bite attack (rage power)
Well-Versed (Ex) +4 save vs sonic, language effects	Bloody Bite (Ex) - +1d6 points of bleed damage (AoE)
Archetype: Totemic Skald: Owl (ACG-117) (next page)	Savage Jaw (Ex) bite can grab (CoC)
Versatile Performance (Ex) use perform for intimidate, handle animal	
Versatile Performance (Ex) use perform for bluff, sense motive	DR 1/- (ACG-50)

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: SLOW  MEDIUM  FAST  **105,000 / 105,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	<b>30</b>	<b>60</b>			

<b>INIT</b>	<b>8</b>	=	<b>4</b>	DEX MOD	+	<b>4</b>	MISC MOD
-------------	----------	---	----------	---------	---	----------	----------

**HERO**

**SR** **DR** **1/-**

**RESISTANCES**

**POOL POINTS**

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR <b>avian scale mail +3</b>	<b>8</b>				<b>Med</b>	<b>10.0</b>
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
<b>longsword of the lingering song +3</b>	<b>+11+3</b>	<b>1d8+4+3</b>	<b>19-20/x2</b>		<b>S</b>	<b>4.0</b>	
<b>Long Bow of the Winged +3</b>	<b>+11+3</b>	<b>1d8+4+3</b>	<b>x3</b>	<b>100</b>	<b>P</b>	<b>3.0</b>	
<b>bite</b>	<b>+11</b>	<b>1d4+1d6 bleed</b>	<b>20,x2</b>				

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Raging Song (Su) 3+ChaMod rnds/day *			
*Inspired Rage allies +4 Str & Con, +3 Will, -1 AC			
*Song of Marching (Su) increase ally speed (x2) w/in 60'			
*Song of Strength (Su) - +lvl/2 Str check			
*Song of the Beast (Su) +x=6 Stealth (ACG-117)			
*Dirge of Doom (Su) shaken w/in 30'			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Archetype: Totemic Skald: Owl (ACG-117)			
Wild Shape (Su) - Owl form, can sing x=1/day (ACG-117)			
Totem Empathy (Ex) - improve attitude of birds (ACG-117)			
Totem Empathy (Su) - charge animal (birds) x=2/day			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	avian scale mail +3			
	+5 to fly check, fly is class skill			
	Long Bow of the Winged +3,			
	no penalty to shoot when flying			
	quiver w/ 20 arrows +2			
	longsword of the lingering song +3			
	extends rage song/performance each rnd w/ hit			
	wooden flute			
	- cast sleep on up to 20 HD creatures (max 10/creature) 1/day			

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
17.0	0.0	0.0		17.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
116	232	348		348	696	1740
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>			MEDIUM <input type="checkbox"/>	
					HEAVY <input type="checkbox"/>	

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					6
16	1st	7	5	2		5
17	2nd	5	4	1		5
18	3rd	4	3	1		4
19	4th	2	1	1		2
	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
0				

**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
0				

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination	1 min/lvl	personal	none	no	PCR
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PCR
0			Summon Instrument - Summons one musical instrument.	Conjuration	1 min./level	personal	none	no	PCR
0			Lullaby - Makes subject drowsy (-5 on Perception checks, -2 Will save vs sleep)	Enchantment	conc+1rnd/lv	medium	will	yes	APG
0			Mending - Makes minor repairs on an object, up to 1 lb/lvl	Transmutation	instant	10'	will	yes	PCR
0			Mage Hand - 5-pound telekinesis.	Transmutation	conc	close	none	no	PCR
1			Ear-Piercing Scream - Deal 1d6/2 lvls (max 5d6) sonic damage and daze target	Evocation	instant	close	fort	yes	UM
1			Fumble tongue - Target cannot speak intelligently.	Enchantment	1d4 rnds	close	will	yes	UM
1			Aspect of the Nightingale - +2 Perform, Diplomacy, roll twice save vs charm	Transmutation	1 min/lvl	personal	none	no	ISG
1			Chord of Shards - Performance deals 2d6 piercing damage.	Evocation	instant	15'	reflex	no	UM
1			Hideous Laughter - Subject loses actions for 1 round/ level	Enchantment	1 rnd/lvl	close	will	yes	PCR
2			Distracting Cacophony - Noise makes it difficult to cast in 20' spread (DC=15+SL)	Evocation	1 rnd/lvl	medium	none	no	UM
2			Heroism - +2 morale bonus on attack rolls, saves, and skill checks	Enchantment	10 min/lvl	touch	will	no	PCR
2			Unadulterated Loathing Target is compelled to avoid another creature or nauseated	Enchantment	1 day/lvl	close	will	yes	UM
2			Miserable Pity - Opponents cannot attack a pathetic creature.	Abjuration	1 rnd/lvl	touch	will	yes	UM
2			Oppressive Boredom - Target loses its next action	Enchantment	1 rnd/lvl	close	will	yes	UM
3			Overwhelming Grief - Grieving target can take action, -2 AC and no Dex bonus	Enchantment	1 rnd/lvl	close	will	yes	UM
3			Smug Narcissism - Target is distracted by its sense of self, -2 all checks, defensive	Enchantment	10 min/lvl	close	will	yes	UM
3			Terrible Remorse - Creature deals 1d8 + Str Mod dam to itself	Enchantment	1 rnd/lvl	close	will	yes	UM
3			Remove Curse - Frees object or person from curse	Abjuration	instant	touch	will	yes	PCR
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration	1 rnd/lvl	close	none	no	PCR
4			Utter Contempt - Target's attitude worsens by two categories to all	Enchantment	1 min/lvl	close	will	yes	UM