Pathfinder Roleplaying Game

Gobhar — CHARACTER
Hebeloma — PLAYER

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

Field	Value
RACE & LA	Satyr (pygmy variant)
SIZE	small
GENDER	female
HEIGHT	3'0"
WEIGHT	32 lbs
HAIR	tawny
EYES	yellow
SKIN	olive
AGE	49
ALIGNMENT	Chaotic Neutral
DEITY	The Lantern King (TFW:24)
HOMELAND & BACKGROUND OCCUPATION	Thrice Tenth Kingdom, The First World (TFW:51)
LANGUAGES	Common, Sylvan, Gnome

Ability Score

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	24	7	18	2	4	

ABILITY SCORE & RACIAL NOTES

Hitpoints

CURRENT HP: **82**

	HP GAINED	HD
	72	10

NONLETHAL HP DAM
TEMPORARY HP

TOTAL HP: 82
FAVORED CLASS: Jester

Class Recorder

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Jester (bard)	7	60	10	3	7	7	10
TOTALS	7	60	10	3	7	7	10

CONDITIONS & MISCELLANEOUS TRACKING

Attacks & Defense

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	=10+	6	0	4	1					
TOUCH	15	=10+			4	1					
FLAT-FOOT	17	=10+	6	0	0	1					

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

COMBAT NOTES & MODIFIERS

Second attack @ +2 BAB

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	11	7	4			
WILL	7	7	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	7		2	1	
RANGED	12	7		4	1	
CMB	14	7	CHA	7		-1
CMD	23	=10+	7 BAB	0 (DODGE & DEFLECT)	7 (STR & DEX)	1	-1
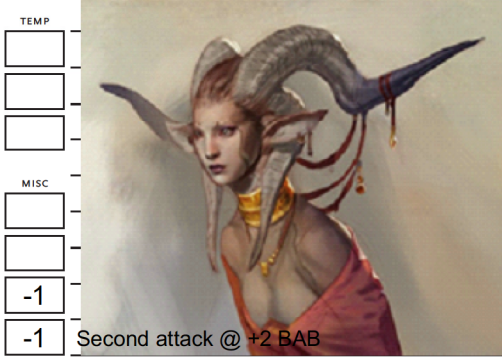
Feats & Features

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

Jack of All Trades: Use any skill, even if untrained

Madcap Prank: Cause foe to become blinded, nauseated etc.

Cheer Up: Remove fear of ally & +2 attack & save vs foe

Versatile Performance: Use Perform bonus for Comedy (Bluff, Intimidate)

Dance (Acrobatics, Fly) & Percussion (Handle Animal, Intimidate)

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 +lvl/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

Suggestion: Make suggestion to fascinated creature

Well-Versed (Ex) +4 save vs Bardic Performance, Sonic, Language attacks

Harmless Performer: foe must will save to attack jester DC=10+lvl/2+ChaMod

Lore Master - Take 10 on Knowledge Check (1/day)

Leafsinger: Bardic Performance range doubled in forest; +2 vs fey

Skills

RANKS TOTAL: 60

SKILL	ABILITY	TOTAL	RANKS	ABILITY	TRAINED	MISC
*☑ Acrobatics ♦	DEX	7	1	4	3	
*☑ Appraise	INT	4	1	0	3	
*☑ Bluff	CHA	13	1	7	3	2
*☑ Climb ♦	STR	5	1	2	3	
*☑ Craft: pipes	INT	4	1	0	3	
*☑ Diplomacy	CHA	20	8	7	3	2
☐ Disable Device ♦	DEX			4		
*☑ Disguise	CHA	11	1	7	3	
*☑ Escape Artist ♦	DEX	7	1	4	3	
*☑ Fly ♦	DEX	3		4		
☐ Handle Animal	CHA			7		
*☑ Heal	WIS	0		0		
*☑ Intimidate	CHA	11	1	7	3	
☑ Kn: (all)	INT	5	1	0	3	1
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☐ Kn:	INT			0		
☑ Linguistics	INT	4	1	0	3	
*☑ Perception	WIS	9	6	0	3	
*☑ Perform:	CHA	20	10	7	3	
*☑ Prof:	WIS	4	1	0	3	
*☑ Ride ♦	DEX	3		4		
*☑ Sense Motive	WIS	13	8	0	3	2
☑ Sleight of Hand ♦	DEX	7	1	4	3	
☑ Spellcraft	INT	10	7	0	3	
*☑ Stealth ♦	DEX	18	8	4	3	4
*☐ Survival	WIS	0		0		
*☑ Swim ♦	STR	1		2		
☑ Use Magic Device	CHA	11	1	7	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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	/ 155,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT	4	=	4 (DEX MOD)	+	(MISC MOD)

HERO
SR | DR
RESISTANCES
POOL POINTS

Armor & Weapons

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortsword	+10	1d4+2	19-20,x2		S	4.0	
shortbow +3	+12+3	1d4+3	20,x3	60	P	2.0	

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
More Feats		
Lingering Performance: Bardic Performance lasts 2 rnds after stopped		
Spell Song - Combine spell & Performance		
Extra Performance - six extra rounds of bardic performance/day		
Discordant Voice - during bardic performance allies deal extra 1d6 sonic damage		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Spider-silk bodysuit +3			
	shortsword			
	shortbow +3			
	pipes			

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

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
10.0	0.0	0.0		10.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0	MODIFIED LOAD		0	0	0

CURRENT LOAD   LIGHT ☑   MEDIUM ☐   HEAVY ☐

SPELLS PER DAY

CLASS	Bard	LEVEL	10

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0					6
18	1st	7	5	2		5
19	2nd	6	4	2		5
20	3rd	5	3	2		4
21	4th	2	1	1		2
	5th				1	
	6th				1	
	7th				1	
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	50	MEDIUM: 100FT + 10FT / LVL	200	LONG: 400FT + 40FT / LVL	800

SPELL POINTS	0				
		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	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LVL	400

SPELL POINTS	0				
		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					
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.	Enchatment					
1			Comprehend Languages - You understand all languages.	Divination					
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					
2			Blindness/Deafness - Makes subject blind or deaf.	Necromancy					
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					
3			Shadow Enchantment - cast a shadow version of any Enchantment spell 2nd level max	Illusion					FKCC
3			Control Summoned Creature - Direct a summoned monster as if you had summoned it.	Enchantment					
3			Dispel Magic - one magical spell or effect.	Abjuration					
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
4			Shadow Dragon Aspect - gain form of shadow dragon	Illusion					FKCC

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
									FKCC