

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, 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
<b>STR</b>	14	2	14			
<b>DEX</b>	18	4	16	2		
<b>CON</b>	12	1	12			
<b>INT</b>	10	0	10			
<b>WIS</b>	10	0	10			
<b>CHA</b>	26	8	18	2	6	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
122	107	15	Jester (bard)	11	90	15	5	9	9	15			
TOTAL HP			122	FAVORED CLASS	Jester	TOTALS	11	90	15	5	9	9	15

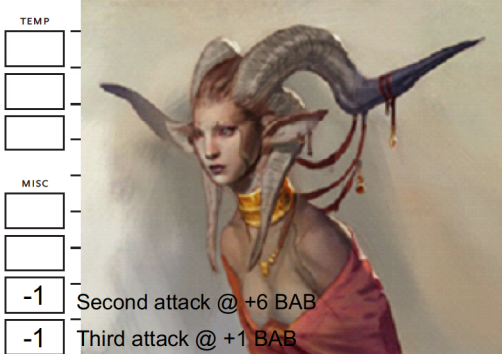
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	22	-10+	7	0	4	1				
<b>TOUCH</b>	15	-10+			4	1				
<b>FLAT-FOOT</b>	18	-10+	7	0	0	1				

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	6	5	1			
<b>REF</b>	13	9	4			
<b>WILL</b>	9	9	0			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	14	11		2	1	
<b>RANGED</b>	16	11		4	1	
<b>CMB</b>	19	11	CHA	8	1	-1
<b>CMD</b>	27	-10+	0	6	1	-1

SKILLS		RANKS		TOTAL		90	
TOTAL	RANKS	ABILITY	TRAINED	MISC			
<input checked="" type="checkbox"/> ACROBATICS	DEX	7	1	4	3		
<input checked="" type="checkbox"/> APPRAISE	INT	4	1	0	3		
<input checked="" type="checkbox"/> BLUFF	CHA	14	1	8	3	2	
<input checked="" type="checkbox"/> CLIMB	STR	5	1	2	3		
<input checked="" type="checkbox"/> CRAFT: pipes	INT	4	1	0	3		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	26	13	8	3	2	
<input type="checkbox"/> DISABLE DEVICE	DEX			4			
<input checked="" type="checkbox"/> DISGUISE	CHA	12	1	8	3		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	7	1	4	3		
<input type="checkbox"/> FLY	DEX	3		4			
<input type="checkbox"/> HANDLE ANIMAL	CHA			8			
<input type="checkbox"/> HEAL	WIS	0		0			
<input checked="" type="checkbox"/> INTIMIDATE	CHA	12	1	8	3		
<input type="checkbox"/> KN: (all)	INT	5	1	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	14	11	0	3		
<input checked="" type="checkbox"/> PERFORM:	CHA	26	15	8	3		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3		
<input type="checkbox"/> RIDE	DEX	3		4			
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	18	13	0	3	2	
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX	7	1	4	3		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	12	0	3		
<input checked="" type="checkbox"/> STEALTH	DEX	23	13	4	3	4	
<input type="checkbox"/> SURVIVAL	WIS	0		0			
<input type="checkbox"/> SWIM	STR	1		2			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	12	1	8	3		
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
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<input type="checkbox"/>	STR						

**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  
 Scandal - Bardic performance incites riot  
 Soothing Performance: Cure Mass Serious Wounds  
 Versatile Performance: Use Perform bonus for Comedy (Bluff, Intimidate)  
 Dance (Acrobatics, Fly) & Percussion (Handle Animal, Intimidate)  
 & Act (Bluff, Disguise)

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 +1v/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 -3 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+1v/2+ChaMod  
 Lore Master - Take 10 on Knowledge Check (2/day)  
 The Joke's On You: Negate foe bonuses, critical hits, extra opportunity attacks

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 <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	635,000 / 890,000		
<b>SPEED</b>	BASE	FLY	SWIM	CLIMB	MISC	
<b>INIT</b>	30					
<b>HERO</b>	8	=	4	DEX MOD	+ 4	MISC MOD
<b>SR</b>		<b>DR</b>				
<b>RESISTANCES</b>						
<b>POOL POINTS</b>						

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit +4	7	6	-1	10	Lt	4.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortsword	+14	1d4+2	19-20,x2		S	4.0	
shortbow +4	+16+4	1d4+4	20,x3	60	P	2.0	



**SPELLS PER DAY**

CLASS	Bard				LEVEL	15
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0					6
19	1st	7	5	2		6
20	2nd	7	5	2		6
21	3rd	7	5	2		5
22	4th	6	4	2		4
23	5th	4	3	1		4
	6th			1		
	7th			1		
	8th			1		
	9th					

CLOSE: 25FT + 5FT / 2 LVL **60**      MEDIUM: 100FT + 10FT / LVL **250**      LONG: 400FT + 40FT / LVL **1,000**

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					
1			Comprehend Languages - You understand all languages.	Divination					
1			Ear-Piercing Scream - Deal sonic damage and daze target.	Evocation					
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					
2			Eagle's Splendor - Subject gains +4 to Cha 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			Dispell Magic - one magical spell or effect.	Abjuration					
3			Gaseous Form - Subject becomes insubstantial and can fly slowly.	Transmutation					
3			Charm Monster - Makes monster believe it is your ally.	Enchantment					

