Gobhar Hebeloma yellow Satyr (pygmy variant) small female 3'0" 32 lbs tawny EYES SKIN GENDER WEIGHT RACE & LA SIZE HEIGHT HAIR 49 The Lantern King (TFW:24) Thrice Tenth Kingdom, The First World (TFW:51) Chaotic Neutral



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPAT		(ROL										
LANGUAGES: Common, Sylvan, Gnome						Original	by Neceros.	Modified	d by abell	ius@yal	hoo.com	. Version	1.0.2012				
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TE	HITPOIN1	HP GAINED	HD		CLASS N		SS RE	COR BAB	_	FC HPS	FORT	REF	WILL	LEVELS			
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DEX 18 4 16 2	□ 122					-											
CON 12 1 12																	
INT 10 0 10	NONLETHAL HP DAM																
	TEMPORARY HP												İ				
wis 10 0 10	TOTAL H	P 122	FAVORE CLASS		Jester	Т	OTALS	11	90	15	5	9	9	15			
CHA 26 8 18 2 6	CONDITIONS	& MISCELLANEOUS T	RACKING						SKIL	LS			RANKS TOTAL	90			
ABILITY SCORE & RACIAL NOTES					*	Acrobatic	s +		то		ANKS A	4	TRAINED	MISC			
	KS & DEFENSE					APPRAISE			_	_	1	0	3				
	DODGE NATURAL DEFLECT	MISC TEMP] ARM	OR CHECK		BLUFF			_	_	1	8	3	2			
AC 22 -10+ 7 0 4]	PENALTY		CLIMB • CRAFT: pipe	es		_	5 4	1	0	3				
TOUCH 15 =10+ 4	<u>1</u>		_ '	DEX		DIPLOMACY			_	26	13	8	3	2			
FLAT-FOOT 18 ₋₁₀₊ 7 0 0	1			SPELL FAILURE	10%	DISABLE DE	VICE +		HA 1	12	1	8	3				
		COMBAT NOTES & MC	DIFIERS			ESCAPE ART	TIST +		_	7	1	4	3				
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ATTACK MODIFIER	4 4 -	100			100000000000000000000000000000000000000	PERCEPTIO			_	_	11	0	3				
CMB 19 11 CHA 8	1 -1 Second attack	@ +6 BAB	3			PERFORM:			_	_	15	8	3				
CMD 27 =10+ BAB DO DE & DE & DE X	1 -1 Third attack @) +1 BAB			Name and Address of the Owner, where the Owner, which is the Own	Prof:			_	3	1	0 4	3				
						SENSE MOT	TIVF		_	_	13	0	3	2			
	& FEATURES RAITS, FEATS, AND CHARACTER FEATURES					SLEIGHT OF			_	_	1	4	3				
Race: Satyr (newpathfinderraces.wordpress) fey		skills: 6+Int I	Mod		_	Spellcraft Stealth •	Г		_	_	12	0 4	3	4			
Pygmy (variant): base size is small instead of media		G:FKCC-12)			SURVIVAL			_	0		0					
small: +1 AC, attack, -1 CMD, CMB, +4 Stealth, Move		·		ord shorth		SWIM +	Device		STR .	1	4	2					
	_			ora, onora	<u> </u>	USE MAGIC	DEVICE	STR	HA 1	12	1	8	3				
Fast Speed: 30; Low-Light Vision	Armor Prof: Light Arr							STR	\perp	ightharpoons							
Convincing: +2 Diplomacy & Sense Motive	Antagonize +lvl/2 Diploma	•						STR	\perp	+							
Silver Tongued: +2 Bluff; Shift attitude by 3 steps	Bardic performance (4 +	Cha Mod/day) (stan	ndard the	en free)			STR		+							
Gregarious: w/ successful diplomacy, foe takes -2 vs all further Cha checks of sa	Countersong - counter	Countersong - counter magical effects w/ sound w/in 30'								工							
Jack of All Trades: Use any skill, even if untrain	ed Distraction - counter r	Distraction - counter magical effects w/ sight w/in 30'							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								
Madcap Prank: Cause foe to become blinded, nauseated e	Fascinate - 1 creatur	e becomes	fascir	nated w	//in 90'	EXPER	RIENCE	_{я п} [60	35,00	0	/ 8	90,00	00			
Cheer Up: Remove fear of ally & +2 attack & save vs to	foe Satire: insult foes -3	attack, dam	& sa	ves					BASE	FLY	′ s\	WIM	CLIMB	MISC			
Scandal - Bardic performance incites riot	Suggestion: Make sug	ggestion to f	ascin	ated cr	eature	SPEED			30	<u></u>							
Soothing Performance: Cure Mass Serious Woun	Well-Versed (Ex) +4 save vs B	ardic Performanc	e, Sonic	, Languag	e attacks	INIT	8	3	=	4	DEX MOD	+ [4	MISC MOD			
Versatile Performance: Use Perform bonus for Comedy (Bluff, Intimid	ate) Harmless Performer: foe must w	vill save to attack j	ester DC	C=10+lvl/2+	+ChaMod	HERO											
Dance (Acrobatics, Fly) & Percussion (Handle Animal, Intimida	Lore Master - Take 1	0 on Knowle	dge (Check (2/day)	SR		٣i	DR								
& Act (Bluff, Disguise)	The Joke's On You: Negate foe	bonuses, critical h	its, extra	opportuni	ty attacks		ere.			_							
						ESISTAN			_	_							
ARMOI ARMOR NAME & DESCRIPTION	R & WEAPONS	IAX DEX PENALTY S	PELL FAIL	. TYPE	WEIGHT	OOL POI	NTS										
ARMOR Spider-silk bodysuit +4	7	6 -1	10	Lt	4.0												
SHIELD																	
	ATTACK MODIFIES		AACE.		CRITICAL	DANCE	TVDF	WEIGH	т.			0.8.1107	EC				
WEAPON NAME & DESCRIPTION Shortsword	ATTACK MODIFIERS +14		4+2		19-20,x2	RANGE	S	4.0			AMM	O & NOTI					
shortbow +4	+16+4		4+2 4+4			60	 	2.0	_								
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	FEATS & SPECIAL ABILITIES								FEATS	& SPEC	IAL ABI	LITIES			
Мо	re Feats			USES/DAY	USED	1 🗆				МЕ				USES/DAY	USED
Ling	gering Performance: Bardic Performance lasts 2 rnds after	sto	opped			1 [
Spe	ell Song - Combine spell & Performance					1 [
Ext	ra Performance (x2) +M 12 extra rounds of bardic performa	anc	e/day			1									
Disc	cordant Voice - during bardic performance allies deal extra 1d6 son	ic d	amage			1 F									
Lea	afsinger: Bardic Performance range doubled in forest;	۰2	vs fey			1									
	zzling Display - Demoralize foe w/in 30' w/ Intimidate					┪┝╴									
	sterful Display - Two Bardic Performances Simultan		ıslv			┧┝									
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	EQUIPMENT & MAGIC ITEMS							E	QUIPN	MENT &	MAGIC	ITEMS			
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	HANDS:	PLA	TINUM	CARRIE		CARRIED	O WGT N/A	STORED	#			TREASURE			WEIGHT
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1			Sumr	non Mo	onster I	- Sum	mons	extra	aplanar c	reature	to fight for y	ou.	Conjura	tion									
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3			Shado	ow Ench	nantmer	nt - cast	a shade	ow v	version of a	any Ench	nantment spe	ell 2nd level max	Illusio	n								FKCC	;
3			Contro	ol Sumn	moned (Creature	- Direc	ct a	summone	d monste	er as if you ha	ad summoned it.	Enchant	ment									
3			Dispe	el Magio	c - one	e magic	cal spe	ll or	effect.				Abjurat	tion									
3			Gase	ous Fo	rm - S	ubject l	oecom	es ir	nsubstant	tial and	can fly slow	ly.	Transmut	tation									
3			Charr	m Mons	ster - N	Makes r	nonste	r be	elieve it is	your all	у.		Enchant	ment									
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			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
4			Hold Monster - As hold person, but any creature.	Enchantment					
4			Invisibility, Greater - As invisibility, but subject can attack and stay invisible.	Illusion					
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5			Summon Monster V - Summons extraplanar creature to fight for you.	Conjuration					
5			Suggestion, Mass - As suggestion, affects subject/level.	Enchantment					
5			Deafening Song Bolt - Blast of song deals 3d10 damage and deafens targets.	Evocation					
5			Ki Shout - Target takes 1d6 sonic/level and is stunned.	Evocation					
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