

Carrion Crown

Player *Daniel*

Campaign
Boosh Presents the Carrion Crown

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	8		S-1R		STR
DEX	12		D+1K		DEX
CON	10		CON		CON
INT	19		I+4		INT
WIS	15		W+2S		WIS
CHA	10		COA		CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

FEATS & SPECIAL ABILITIES

Sylph Breeze-Kissed (+2 AC vs mundane ranged)

Darkvision

Energy Resistance (electricity 5)

Spell-Like Ability (1/day - feather fall)

Mostly Human [Creature types:

Outsider (native), Humanoid (human)]

Traits Arcane Temper (+1 Initiative, +1 Concentr.)

Resilience (+1 Fortitude)

On the Payroll (+150 starting gold)

Drawback Vain (-2 on CHA rolls after opposed fail)

Feats Toughness (+3 HP)

LANGUAGES
Common Aquan
Auran Elven
Ignan Terran

CHARACTER



Name *Jiny Weaver*

Gender: Male Female

Race *Sylph*

Size *medium*

Size Modifier *0*

CLASSES

1 *Psychic*

2

3

4

5

Favoured class +1 per level

Skill Ranks **2**

Hit Die **d6**

Level **1**

Level Adjustment

Effective Character Level

1

SKILLS

	Untrained	Skill Bonus	Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Appraise	<input type="checkbox"/>		INT	<input type="checkbox"/>			-
Bluff	<input type="checkbox"/>		CHA	<input checked="" type="checkbox"/>			-
Climb	<input type="checkbox"/>		STR	<input type="checkbox"/>			-
Concentration	<input type="checkbox"/>	+6	I+4	+	Psychic Level	+1	
Diplomacy	<input type="checkbox"/>		CHA	<input type="checkbox"/>			
Disable Device	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Disguise	<input type="checkbox"/>		CHA	<input type="checkbox"/>			-
Escape Artist	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Fly	<input type="checkbox"/>		DEX	<input checked="" type="checkbox"/>			-
Handle Animal	<input type="checkbox"/>		CHA	<input type="checkbox"/>			
Heal	<input type="checkbox"/>		WIS	<input type="checkbox"/>			
Intimidate	<input type="checkbox"/>		CHA	<input checked="" type="checkbox"/>			± 4 if larger/smaller
Linguistics	<input type="checkbox"/>	+8	I+4	1			
Perception	<input type="checkbox"/>	+6	W+2	1			
Ride	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Sense Motive	<input type="checkbox"/>		WIS	<input checked="" type="checkbox"/>			
Sleight of Hand	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Spellcraft	<input type="checkbox"/>	+8	I+4	1			
Stealth	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Survival	<input type="checkbox"/>		WIS	<input type="checkbox"/>			
Swim	<input type="checkbox"/>		STR	<input type="checkbox"/>			-
Use Magic Device	<input type="checkbox"/>		CHA	<input type="checkbox"/>			
Knowledge (arcana)	<input type="checkbox"/>	+8	I+4	1			
Knowledge (dungeoneering)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (engineering)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (geography)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (history)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (local)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (nature)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (nobility)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (planes)	<input type="checkbox"/>	+8	I+4	1			
Knowledge (psionics)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (religion)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Craft (Clothing)	<input type="checkbox"/>	+8	+4	<input checked="" type="checkbox"/>	1		
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INITIATIVE

INITIATIVE BONUS Feats Training Misc
+2 = **+1** + **+1** + _____ + _____

SPEED

SPEED Speed with Armour Temp Speed
30 ft **6** sq _____ ft _____ sq _____ ft _____ sq
Swim Speed Fly Speed Climb Speed
_____ ft _____ sq _____ ft _____ sq _____ ft _____ sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK
+0 **-1** **+1**
Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack
+ = _____ + _____ - _____ - _____
Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack
+ = _____ + _____ - _____ + _____
Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc
-1 = **-1** + **+0** - _____ + _____

COMBAT MANOEUVRE DEFENCE

Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc
12 = **10** + **-1** + **+1** + _____ + **+0** - _____ + **+2**

FLAT-FOOTED CMD

Deflection Modifier Base Attack Bonus Size Modifier Misc
11 = **10** + **-1** / / + _____ + **+0** - _____ + **+2**

Temp CMB Temp CMD Conditional Modifiers
+ CMB **+ CMD** _____

HEALTH

HIT POINTS Wounds _____ Dying _____ Stable _____ Non-lethal _____ Unconscious _____
10 hp _____ hp _____ hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Misc Size Modifier
13 = **10** + **+1** + _____ + _____ + _____ + _____ + **+2**
FLAT-FOOTED ARMOUR CLASS
12 = **10** / / + _____ + _____ + _____ + _____ + **+2**
TOUCH ARMOUR CLASS
13 = **10** + **+1** + _____ + _____ / / / + **+2**

Temp AC Spell Resistance Conditional Modifiers
+ AC _____ **+2** racial to AC vs ranged mundane attacks
Damage Reduction Energy Resistance
5 / electricity

Notes _____

ATTACKS

Crossbow, heavy
Range Type Attack Bonus Damage Critical
120ft **24**sq **+1** **1** d **10** **19** x **2**
Ammo Bolts 2 x 10 # _____ Special Ammo # _____

Dagger (thrown)
Range Type Attack Bonus Damage Critical
(10ft **2** sq) **-1 (+1)** **1** d **4** **19** x **2**

Telekinetic Projectile
Range Type Attack Bonus Damage Critical
25ft **5**sq **+1** **1** d **6** **x2**

Range Type Attack Bonus Damage Critical
_____ ft _____ sq _____ d _____ x

Range Type Attack Bonus Damage Critical
_____ ft _____ sq _____ d _____ x

Ammo # _____ Special Ammo # _____
Ammo # _____ Special Ammo # _____

SAVES

FORTITUDE SAVE Base Racial Misc Temp
+1 = **CON** + **+0** + _____ + **+1** **+**

REFLEX SAVE
+1 = **DEX** + **+0** + _____ + _____ **+**

WILL SAVE
+4 = **WIS** + **+2** + **+2** + _____ + _____ **+**
 Evasion Improved Evasion Endurance Trap Sense _____

Conditional Modifiers _____

EFFECTS

INVENTORY		
	Value	Weight
Crossbow, heavy	50	8
Dagger x2	4	2
Spell Component Pouch	5	2
Scarf	1	1/2
Cat (Emilia)	0.03	(8)
Horse, light (Fluffy)	75	(900)
Bit & Bridle	2	1
Saddle, Riding	10	25
Feed	1/4	50
Parasol	2	1
Bedroll & Blanket	0.6	8
Tent, small	10	20
Saddlebags	4	8
Backpack	2	2
Cotton & Wool cloth	14	2
Flint & Steel	1	~
Grooming Kit	1	2
Hot Weather Outfit	8	6
Mess Kit	0.2	1
Waterskin x2	2	8
Belt Pouch x2 (1 carried)	2	1
Artisans's Tools (clothing)	5	5
Sewing Needle x5	2.5	~
String or twine	0.03	1.5
Bolts, crossbow (10) 1 gp #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bolts, crossbow (10) 1 lb #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Light Load	Carried Items	140 (horse) lb
<input type="text" value="26"/> lb	Weapons, Ammo	11 lb
Medium Load	Armour, Shield	lb
<input type="text" value="53"/> lb	Worn Items	1 lb
Heavy Load	Scrolls, Potions, Wands, Components	2 lb
<input type="text" value="80"/> lb	Total Weight	<input type="text" value="14"/> lb

MONEY	
Copper	<input type="text" value="2"/> cp
Silver	<input type="text" value="4"/> sp
Gold	<input type="text" value="16"/> gp
Platinum	<input type="text" value="0"/> pp
Total	<input type="text" value="1642"/>

WANDS	
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOUR			
Properties			
Type	Max Speed	Max AC DEX	
		ft	sq
Check Penalty	Weight	Spell Failure	Armour AC
	lb	%	AC

SHIELD			
Properties			
Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	AC



Hands	Properties
Ring	Properties
Ring	Properties
Ring	Properties

SCROLLS	

EQUIPMENT	
Head / Hat / Mask	Properties
Headband	Properties
Eyes	Properties
Neck / Throat	Properties
Shoulders	Properties
Chest	Properties
Belts	Properties
Clothes / Body	Properties
Arms / Wrists	Properties
Feet	Properties

POTIONS	
#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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PSYCHIC

Caster Level **1**

PSYCHIC DISCIPLINE

Self-Perfection

Discipline powers

AC Bonus

When wearing no armour, shield and light load, add WIS to AC. (WIS: +2)

Level **1**

Physical Push

WIS/day: Add WIS to STR/DEX/CON checks, on success: regain 1 point in phrenic pool. (WIS: +2)

Level **5**

Level **13**

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells	INT -4	INT -8	INT -12
4	14	0					
2	15	1	4	3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2			<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3			<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4			<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		7			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		8			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		9			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

TELEPATHY

DETECT THOUGHTS

Once a day, or by spending any level spell slot: Today

Level **2**

1st round Presence of thinking being

2nd round Number of thinking beings and their INT

3rd round Surface thoughts

Level **9**

TELEPATHIC BOND

Once a day, or by spending a 4th level spell slot, Today forge a bond between yourself and other willing creatures.

Level **17**

TELEPATHY

Communicate telepathically with anyone within 100 ft.

REMADE SELF

- Level **20**
- Arcane Sight
 - Fly
 - Haste
 - Heroism
 - Nondetection
 - Tongues

KNOWN SPELLS

Detect Magic

Light

Prestidigitation

Telekinetic Projectile

0

Expeditious Retreat

Bonus Spell

1

Colour Spray

Ill Omen

Bonus Spell

2

Bonus Spell

3

Bonus Spell

4

Bonus Spell

5

Bonus Spell

6

Bonus Spell

7

Bonus Spell

8

Bonus Spell

9

PHRENIC AMPLIFICATIONS

POINTS PER DAY

Psychic Level

Stat

Misc

Points Today

2

= (**1** ÷ **2**) +

+2

+

WIS
 CHA

Level

1

Will of the dead

Spend 2 phrenic points to overcome an undead creature's immunity to mind-affecting effects for the purposes of the linked spell.

Level

3

Level

7

Level

11

Level

15

Level

19

SPELL BOOK

Spell Level
0

Spell Level
1

Spell Level

School

Detect Magic divination
 1 std. act. - 60 ft cone - < 1 min/lv (D)

You detect magical auras. See text.
 Components / Focus Book | Page
 T, E core

School

Light evocation [light]
 1 std. act. - object touched - 10 min/lv

Touched object glows like a torch
 Components / Focus Book | Page
 T, M (a firefly) core

School

Prestidigitation universal
 1 std. act. - 1 hour

Perform various small magics. See text.
 Components / Focus Book | Page
 T, E core

School

Telekinetic Projectile evocation
 1 std. act. - close - instant

Fling an object, ranged attack, 1d6 B
 Components / Focus Book | Page
 T, E OA

School

Components / Focus Book | Page

School

Components / Focus Book | Page

School

Components / Focus Book | Page

School

Components / Focus Book | Page

School

Components / Focus Book | Page

School

Components / Focus Book | Page

School

Expeditious Retreat transmutation
 1 std. act. - personal - 1 min/lv (D)

Increase base land speed by 30 ft.
 Components / Focus Book | Page
 T, E core

School

Colour Spray illusion (pattern) [m-a]
 1 std. act. - 15 ft. cone burst - instant

Vivid colours debuff. WILL neg. See text.
 Components / Focus Book | Page
 T, E, M (powder/sand) core

School

Ill Omen enchant. (comp.) [curse, m-a]
 1 std. act. - close - 1 rd/lv or discharged

Target rerolls next d20, takes worse
 Components / Focus Book | Page
 T, E, M (hair of black cat) APG

School

Feather Fall transmutation
 1 immed. act. - close - 1 rd/lv or landing

Slow down 1 falling object or creature/lv
 Components / Focus Book | Page
 1/day as Sp-ability core

School

Components / Focus Book | Page

School

Components / Focus Book | Page

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Components / Focus Book | Page

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Components / Focus Book | Page

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Components / Focus Book | Page

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Components / Focus Book | Page

School

T, E - thought and emotion components
 std./imed. act. - standard/immediate action
 m-a - mind-affecting, enchant - enchantment
 comp. - compulsion

CHARACTER BACKGROUND

Name

Jiny Weaver

Origin

Born of the union of Amara Weaver and a djinn, Jiny grew up in Azir. Her mother a seamstress, Jiny learned the trade in early life. When her human mother passed on, she took up the trade. After meeting Professor Lorrimer, she started adventuring.

PORTRAIT



APPEARANCE

Race *Sylphid* MALE FEMALE

Age *74* Height *5'7" ft* Weight *125 lbs*

Eyes *dark blue* Hair *long light blue/turquoise*

Defining Features *Blue patterns on the skin, pale complexion*

Preferred Clothing *Simple and sturdy, yet elegant. Blouses and skirts.*

PERSONALITY

Motivations *Her tools are symbols of her past, she carries them to remember her roots.*

Fears *Jiny is terribly jealous of people who outshine her and her work.*

Likes *Inquiry and free thinking are the pillars of progress*

Dislikes

Quirks *Jiny wants to know how things work and what makes people tick*

ORIGINS

Parents *Amara Weaver* 


FRIENDLY HOSTILE

Seamstress who had a short affiliation with a djinn from the Eye.

Country *Rahadoum* / Region *Azir* / Town *Azir* 


FRIENDLY HOSTILE


AFFILIATIONS

Religion *Atheist* 


FRIENDLY HOSTILE

Employer


FRIENDLY HOSTILE 

Current Country *Ustalav* / Region / Town 

FRIENDLY HOSTILE


Affiliation *Professor Lorrimer - Somewhat Dead* 


FRIENDLY HOSTILE


Affiliation 


FRIENDLY HOSTILE

FRIENDS AND FOES

FRIENDLY HOSTILE 


FRIENDLY HOSTILE 

FRIENDLY HOSTILE 


FRIENDLY HOSTILE 

FRIENDLY HOSTILE 

FRIENDLY HOSTILE 

FRIENDLY HOSTILE 

FRIENDLY HOSTILE 

FRIENDLY HOSTILE 

Character Background

Jiny was born as the offspring of her human mother Amara Weaver and a djinni, an air genie from the Eye of Abendego. In Rahadoum's capital and coast town Azir she saw the light of day. Her unknown father had long since left his human companion, but his genes were clearly visible on the young child. Jiny was a geniekin, the pale skin, marked with blue curvy lines and patterns, and the light blueish, turquoise hair left no doubt.

Amara was a seamstress and weaver and so were her parents, the last name and occupation probably going hand in hand for generations. As such Amara was part of the local weaver and dyer guild in Azir. The guild was not particularly powerful, but well respected. Similarly, the members respected Amara who provided quality work. Bearing a half-blood child however was not particularly well received and only due to her previous standing was she allowed to stay a member.

Geniekin tend to have a long childhood and Jiny was no exception. She quickly fell behind the human children of the same age, friendships with human children never lasted longer than a year or two, with those friends outgrowing her. Over time this made her somewhat more reclusive, which she compensated for by picking up stray cats as pets, however always only one at a time. In the meantime, she learned the seamstress craft from her mother.

When Amara died after only 17 years, Jiny was alone. But fortunately, the weavers' guild, who had not expelled Amara, honorably fulfilled the commitment to the offspring of accomplished members. Jiny's education was continued by the guild and ten years later by age 27, Jiny despite biologically not grown up yet, became a regular member of the guild and was able to provide for her own income during the day.

The following years were spent with improving her craft and associating with other middle class youths of Azir. Jiny specialized in stately dresses and was even able to attract customers for court attire every now and then. The customers visiting her mother's little shop that she now proudly ran gave her ample opportunity to pick up gossip about the city's noblesse and "listen to the wind", as her sylphen fellows called it.

Later interested in her heritage, she learned Elven and the elemental tongues that the sylph and other geniekin used. She was a frequent visitor in libraries and book stores, even travelled to Botosani every now and then. This leads to her learning that she can not only manipulate the wind to some degree, but also, when concentrating and in control of her emotions, alter the fabric of reality, that is, cast magic. She ascribes both to her genie heritage, yet also realizes that her magic is neither wizardly arcane and most certainly not divinely given by some god's interference, but rather comes from the depth of her psyche.

One of the Nobles must have recommended her to Professor Lorremor of Ustalav. The Professor, not only looking to get his supply of clothing altered for the hot desert climate, but also interested in getting input on elemental questions, managed to kill to birds with one stone and hired Jiny as an advisor during his trip in Rahadoum. He would return multiple times and make use of her services whenever he did.

Receiving news of Lorremor's death and being invited to his funeral, Jiny decided the time to leave Rahadoum and Azir had come. She sold her shop to a cousin and left the weavers guild. Then she sailed for the continent of Avistan and started her long travel to Ustalav, taking only her current cat, a lazy grey-furred animal called Emilia, with her.