Carrion Crown

Player — Daniel

Campaign — Boosh Presents the Carrion Crown

XP

CHARACTER

Name — Jiny Weaver

MALE ☐ FEMALE ☒

Race — Sylph

Size — medium

Size Modifier — 0

CLASSES

	Class	Skill Ranks	Hit Die	Level	Level Adjustment
☒ 1	Psychic	2	d 6	2	
☐ 2			d		
☐ 3			d		
☐ 4			d		
☐ 5			d		

Favoured class +1 per level

2 hp   rks   + INT per level   + CON per level

Effective Character Level — 2

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	8		-1		
DEX	12		+1		
CON	10		0		
INT	19		+4		
WIS	15		+2		
CHA	10		0		

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.)
- Resiliance (+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

SKILLS

Skill	Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	■		DEX	☐				-
Appraise	■		INT	☐				
Bluff	■		CHA	■				
Climb	■		STR	☐				-
Concentration		+6	+4	+	2 Psychic Level	+1		
Diplomacy	■		CHA	■				
Disable Device			DEX	☐				-
Disguise	■		CHA	☐				
Escape Artist	■		DEX	■				-
Fly	■		DEX	■				
Handle Animal			CHA	☐				
Heal	■		WIS	☐				
Intimidate	■		CHA	■			±4 if larger/smaller	
Linguistics		+8	+4	■	1			
Perception	■	+7	+2	■	2			
Ride	■		DEX	☐				-
Sense Motive	■	+6	+2	■	1			
Sleight of Hand			DEX	☐				-
Spellcraft		+9	+4	■	2			
Stealth	■		DEX	☐				-
Survival	■		WIS	☐				
Swim	■		STR	☐				-
Use Magic Device			CHA	☐				
Knowledge (arcana)		+8	+4	■	1			
Knowledge (dungeoneering)		+8	+4	■	1			
Knowledge (engineering)			INT	■				
Knowledge (geography)		+8	+4	■	1			
Knowledge (history)			INT	■				
Knowledge (local)			INT	■				
Knowledge (nature)		+8	+4	■	1			
Knowledge (nobility)			INT	■				
Knowledge (planes)		+8	+4	■	1			
Knowledge (psionics)			INT	☐				
Knowledge (religion)			INT	■				
Craft (Clothing)	☐	+8	+4	☒	1			

Knowledge - INT / Profession - WIS
Craft - INT / Perform - CHA

INITIATIVE

INITIATIVE BONUS		Feats	Training	Misc
+2	= DEX +	+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
+1	0	+2

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
CMB 0	= STR -1 +	BAB +1 -		+

COMBAT MANOEUVRE DEFENCE					Base Attack Bonus	Size Modifier	Misc
CMD 13	= 10 + STR -1 + DEX +1 +	+	BAB +1 -	+2

FLAT-FOOTED CMD			Deflection Modifier	Base Attack Bonus	Size Modifier	Misc
CMD 12	= 10 + STR -1 /	/ +	BAB +1 -	+2

Temp CMB: + CMB
Temp CMD: + CMD
Conditional Modifiers

ATTACKS

Crossbow, heavy

Range	Type	Attack Bonus	Damage	Critical
120 ft 24 sq		+2	1 d 10	19 ×2

Ammo: Bolts 2 x 10 # □□□ □□□ □□□ / □□□ □□□ □□□
Special Ammo # □□□

Dagger (thrown)

Range	Type	Attack Bonus	Damage	Critical
(10 ft 2 sq)		0 (+2)	1 d 4	19 ×2

Telekinetic Projectile

Range	Type	Attack Bonus	Damage	Critical
25 ft 5 sq		+2	1 d 6	×2

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

Ammo # □□□ □□□ □□□ / □□□ □□□ □□□ Special Ammo # □□□
Ammo # □□□ □□□ □□□ / □□□ □□□ □□□ Special Ammo # □□□

SAVES

FORTITUDE SAVE		Base	Racial	Misc	Temp
FORT +1	= CON +	+0 +	+	+1	+

REFLEX SAVE		Base	Racial	Misc	Temp
REF +1	= DEX +	+0 +	+		+

WILL SAVE		Base	Racial	Misc	Temp
WILL +5	= WIS +	+2 +	+3 +		+

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

HEALTH

HIT POINTS	Wounds	☐ Dying	☐ Stable	Non-lethal	☐ Unconscious
17 hp	hp			hp	

ARMOUR CLASS

ARMOUR CLASS		Dodge Modifier	Deflection Modifier	Armour AC	Shield AC	Natural Armour	Misc ~~Size~~ Modifier
AC 13	= 10 + DEX +1 +	+	+	+	+	+	+2

FLAT-FOOTED ARMOUR CLASS				Armour AC	Shield AC	Natural Armour	Misc Modifier
AC 12	= 10 /	/ +	+	+	+	+	+2

TOUCH ARMOUR CLASS		Dodge Modifier	Deflection Modifier				Misc Modifier
AC 13	= 10 + DEX +1 +	+	/	/	/	+	+2

Temp AC: + AC
Spell Resistance
Conditional Modifiers: +2 racial to AC vs ranged mundane attacks

~~Damage Reduction~~ Energy Resistance
5 / electricity

Notes

EFFECTS

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INVENTORY

Item	Value	Weight
Crossbow, heavy	50	8
Dagger x2	4	2
Spell Component Pouch	5	2
Scarf	1	½
Cat (Emilia)	0.03	(8)
Horse, light (Fluffy)	75	(900)
Bit & Bridle	2	1
Saddle, Riding	10	25
Feed	¼	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	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
Bolts, crossbow (10) 1 lb	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
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Load		
Light Load	26	lb
Medium Load	53	lb
Heavy Load	80	lb

Carried Items	140 (horse)	lb
Weapons, Ammo	11	lb
Armour, Shield		lb
Worn Items	1	lb
Scrolls, Potions, Wands, Components	2	lb
Total Weight	14	lb

MONEY

Copper	⎸⎸,⎸⎸2	cp
Silver	⎸⎸,⎸⎸4	sp
Gold	⎸⎸,⎸16	gp
Platinum	⎸⎸,⎸⎸,⎸⎸	pp
Total	⎸⎸,⎸16,42	

WANDS

	CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐

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

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

#	☐☐☐☐
#	☐☐☐☐
#	☐☐☐☐
#	☐☐☐☐

PSYCHIC

Caster Level: **2**

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

Bonus Spells columns: INT | INT - 4 | INT - 8 | INT - 12

Spells Known	Spell Save DC	Level	Spells per day	Base Spells	Bonus Spells
4	14	0			
2	15	1	5	4	☒ ☐ ☐ ☐
		2			☒ ☐ ☐ ☐
		3			☒ ☐ ☐ ☐
		4			☒ ☐ ☐ ☐
		5			☐ ☐ ☐
		6			☐ ☐ ☐
		7			☐ ☐ ☐
		8			☐ ☐ ☐
		9			☐ ☐

Spell Save DC = 10 + INT + Spell Level

TELEPATHY

DETECT THOUGHTS

Level 2

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

1st round — Presence of thinking being

2nd round — Number of thinking beings and their **INT**

3rd round — Surface thoughts

TELEPATHIC BOND

Level 9

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

TELEPATHY

Level 17

Communicate telepathically with anyone within 100 ft.

REMADE SELF

Level 20

☐ Arcane Sight ☐ Heroism
☐ Fly ☐ Nondetection
☐ Haste ☐ Tongues

KNOWN SPELLS

0
Detect Magic
Light
Lullaby
Prestidigitation
Telekinetic Projectile

1 — Bonus Spell
Expeditious Retreat
Colour Spray
Ill Omen
☐☐☐ ☐☐☐ ☐

2 — Bonus Spell
☐☐☐ ☐☐☐ ☐

3 — Bonus Spell
☐☐☐ ☐☐☐ ☐

4 — Bonus Spell
☐☐☐ ☐☐☐ ☐

5 — Bonus Spell
☐☐☐ ☐☐☐

6 — Bonus Spell
☐☐☐ ☐☐☐

7 — Bonus Spell
☐☐☐ ☐☐☐

8 — Bonus Spell
☐☐☐ ☐☐☐

9 — Bonus Spell
☐☐☐ ☐☐☐

PHRENIC AMPLIFICATIONS

POINTS PER DAY

$$3 = (\; 2 \div 2 \;) + \; +2 \; + \underline{\quad}$$

Psychic Level: 2 ÷ 2
Stat: +2
Misc: ___

☒ WIS
☐ CHA

Points Today: ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

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

Detect Magic — divination
School
1 std. act. - 60 ft cone - < 1 min/lv (D)
You detect magical auras. See text.
Components / Focus — _Book_ _Page_
T, E — core

Light — evocation [light]
School
1 std. act. - object touched - 10 min/lv
Touched object glows like a torch
Components / Focus — _Book_ _Page_
T, M (a firefly) — core

Prestidigitation — universal
School
1 std. act. - 1 hour
Perform various small magics. See text.
Components / Focus — _Book_ _Page_
T, E — core

Telekinetic Projectile — evocation
School
1 std. act. - close - instant
Fling an object, ranged attack, 1d6 B
Components / Focus — _Book_ _Page_
T, E — OA

Spell Level 1

Expeditious Retreat — transmutation
School
1 std. act. - personal - 1 min/lv (D)
Increase base land speed by 30 ft.
Components / Focus — _Book_ _Page_
T, E — core

Colour Spray — illusion (pattern) [m-a]
School
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

Ill Omen — enchant. (comp.) [curse, m-a]
School
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

Feather Fall — transmutation
School
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

Spell Level

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 Lorrimor, 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/turquois

Defining Features
Blue patterns on the skin, blue hair. Otherwise mostly human.

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

FRIENDLY ☐☐☒☐☐ HOSTILE

AFFILIATIONS

Religion
Atheist

FRIENDLY ☐☐☐☐☐ HOSTILE

Employer

FRIENDLY ☐☐☐☐☐ HOSTILE

Current Country / **Region** / **Town**
Ustalav

FRIENDLY ☐☐☐☒☐ HOSTILE

Affiliation
Professor Lorrimor - Somewhat Dead

FRIENDLY ☐☐☐☐☐ HOSTILE

Affiliation

FRIENDLY ☐☐☐☐☐ HOSTILE

FRIENDS AND FOES

Kendra Lorrimor

FRIENDLY ☐☒☐☐☐ HOSTILE

FRIENDLY ☐☐☐☐☐ HOSTILE

FRIENDLY ☐☐☐☐☐ HOSTILE

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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, turquois 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 Lorrimor 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 Lorrimor'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.