# ion From

|         | Daníel       |            |         |
|---------|--------------|------------|---------|
| Campaig |              |            |         |
| Boos    | h Presents t | the Carrio | n Crowr |
| XP      |              |            |         |

|     | ABILITIES        |               |                     |               |                  |  |
|-----|------------------|---------------|---------------------|---------------|------------------|--|
|     | Ability<br>Score | ltem<br>Bonus | Ability<br>Modifier | Temp<br>Score | Temp<br>Modifier |  |
| STR | 8                |               | S <del>I</del> R    |               | STR              |  |
| DEX | 12               |               | DEIX                |               | DEX              |  |
| CON | 10               |               | CON                 |               | CON              |  |
| INT | 19               |               | I <del>I</del> Z    |               | INT              |  |
| WIS | 15               |               | V <b>+2</b> S       |               | WIS              |  |
| CHA | 10               |               | COA                 |               | CHA              |  |

| 53 | 11103            | crits t       | ni Car              | <u>1011 v</u> |                  | , XI : |
|----|------------------|---------------|---------------------|---------------|------------------|--------|
|    |                  |               |                     |               |                  |        |
|    |                  | ABI           | LITIES              |               | ×                |        |
|    | Ability<br>Score | ltem<br>Bonus | Ability<br>Modifier | Temp<br>Score | Temp<br>Modifier |        |
| R  | 8                |               | S <del>1</del> R    |               | STR              |        |
| K  | 12               |               | DEIX                |               | DEX              |        |
| N  | 10               |               | CON                 |               | CON              |        |
| Г  | 19               |               | I <del>I</del> 4    |               | INT              | Acro   |
| S  | 15               |               | V+2S                |               | WIS              | Appr   |

| CHA  | 10      | COA        | CH    |  |
|--|---------|------------|-------|--|
| Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down) |         |            |       |  |
|  | EEATC 0 | SDECIAL AR | TTTES |  |

Sylph Breeze-Kissed (+2 AC vs mundand Darkvision Energy Resistance (electricity 5) Spell-Like Ability (1/day - feather f Mostly Human [Creature types: Outsider (native), Humanoid (hu

Traits Arcane Temper (+1 Initiative, +1 Co Resiliance (+1 Fortitude) On the Payroll (+150 starting gold)

DrawbackVain (-2 on CHA rolls after oppose

Feats Toughness (+3 HP)

Common

Auran

lgnan

LANGUAGES

Aquan

Terran

Elven

| X                              |           | CHAF           | RACTE | R                            |                                 |                  |       | ×                          |
|--------------------------------|-----------|----------------|-------|------------------------------|---------------------------------|------------------|-------|----------------------------|
| Name                           | líny Wea  | ver            |       |                              |                                 |                  | C     |                            |
| Race<br>Sylph                  | 0         |                |       | Size<br>M                    | ediur                           | n                | il (  | Size<br>Modifier           |
| CLASSES                        |           |                |       | Skill Ra                     |                                 | Die              | Level | Level                      |
| 🗶 <u>1</u> Psychic             |           |                |       | 2                            | d                               | 5                | 2     | Adjustment                 |
|                                |           |                |       |                              | d                               |                  |       |                            |
| □ 3                            |           |                |       |                              | d                               |                  |       | Effective                  |
| <b>4</b>                       |           |                |       |                              | d                               |                  |       | Character<br>Level         |
| <b>□</b> 5                     |           |                |       |                              | d                               |                  |       |                            |
| Favoured class<br>+1 per level |           | <b>2</b> hp    | rks   | + IN<br>per let              |                                 | ON<br>level      |       | 2                          |
|                                |           |                | ILLS  | - Fer 16                     | p.                              |                  |       | ,                          |
|                                | Untrained | Skill<br>Bonus |       | Class<br>Skills<br><b>+3</b> | Ranks                           | Racial,<br>Feats | Misc  | Armour<br>Check<br>Penalty |
| Acrobatics                     |           |                | DEX   |                              |                                 |                  |       | =                          |
| Appraise                       |           |                | INT   |                              |                                 |                  |       | - ''                       |
| Bluff                          |           |                | CHA   |                              |                                 |                  |       | _                          |
| Climb                          |           |                | STR   |                              |                                 |                  |       | -                          |
| Concentration                  |           | +6             | IH4T  | +                            | Psychic<br>Lo <mark>2</mark> el | +1               |       |                            |
| Diplomacy                      |           |                | CHA   |                              |                                 |                  |       |                            |
| Disable Device                 |           |                | DEX   |                              |                                 |                  |       | -                          |
| Disguise                       |           |                | CHA   |                              |                                 |                  |       |                            |
| Escape Artist                  |           |                | DEX   |                              |                                 |                  |       |                            |

|               | Climb                     |    | STR              |   |                  |    | -                                     |   |
|---------------|---------------------------|----|------------------|---|------------------|----|---------------------------------------|---|
| l down)<br>ES | Concentration             | +6 | I <del>1</del> 4 | + | Psychic<br>Lezel | +1 |                                       |   |
|               | Diplomacy                 |    | CHA              |   |                  |    |                                       |   |
| ie ranged)    | Disable Device            |    | DEX              |   |                  |    | -                                     | 1 |
|               | Disguise                  |    | CHA              |   |                  |    |                                       |   |
| fall)         | Escape Artist             |    | DEX              |   |                  |    | -                                     |   |
| Jan)          | Fly                       |    | DEX              |   |                  |    | =                                     | Ì |
| uman)]        | Handle Animal             |    | CHA              |   |                  |    |                                       |   |
|               | Heal                      |    | WIS              |   |                  |    |                                       |   |
|               | Intimidate                |    | CHA              |   |                  |    | $\pm 4$ <sup>if larger/</sup> smaller |   |
| Concentr.)    | Linguistics               | +8 | IFA              |   | 1                |    |                                       |   |
|               | Perception                | +7 | V <b>+2</b> S    |   | 2                |    |                                       |   |
| d)            | Ride                      |    | DEX              |   |                  |    | -                                     | - |
|               | Sense Motive              | +6 | W <sub>2</sub> S |   | 1                |    |                                       |   |
| sed fail)     | Sleight of Hand           |    | DEX              |   |                  |    | -                                     | - |
|               | Spellcraft                | +9 | I+4              |   | 2                |    | <br>                                  |   |
|               | Stealth                   |    | DEX              |   |                  |    | -                                     | 1 |
|               | Survival                  |    | WIS              |   |                  |    |                                       |   |
|               | Swim                      |    | STR              |   |                  |    | -                                     | 1 |
|               | Use Magic Device          |    | CHA              |   |                  |    |                                       |   |
|               | Knowledge (arcana)        | +8 | IFAT             |   | 1                |    |                                       |   |
|               | Knowledge (dungeoneering) | +8 | INT              |   | 1                |    |                                       |   |
|               | Knowledge (engineering)   |    | INT              |   |                  |    |                                       |   |
|               | Knowledge (geography)     | +8 | њұг              |   | 1                |    |                                       |   |
|               | Knowledge (history)       |    | INT              |   |                  |    |                                       |   |
|               | Knowledge (local)         |    | INT              |   |                  |    |                                       |   |
|               | Knowledge (nature)        | +8 | IHT              |   | 1                |    |                                       |   |
|               | Knowledge (nobility)      |    | INT              |   |                  |    |                                       |   |
|               | Knowledge (planes)        | +8 | IHT              |   | 1                |    |                                       |   |
|               | Knowledge (psionics)      |    | INT              |   |                  |    |                                       |   |
|               | Knowledge (religion)      |    | INT              |   |                  |    |                                       |   |
|               | Craft (Clothing)          | +8 | +4               | × | 1                |    |                                       |   |
|               | 5 4 6,                    |    |                  |   |                  |    |                                       |   |
|               |                           |    |                  |   |                  |    |                                       |   |
|               |                           |    |                  |   |                  |    | TNI -                                 |   |
|               |                           |    |                  |   |                  |    | Knowledge - INT<br>Profession - WIS   |   |
|               |                           |    |                  |   |                  |    | Knov                                  |   |
|               |                           |    |                  |   |                  |    | Į                                     |   |
|               |                           |    |                  |   |                  |    | INT<br>n - CH                         |   |
|               |                           |    |                  |   |                  |    | Craft - INT<br>Perform - CHA          |   |
|               |                           |    |                  |   |                  |    |                                       | 4 |

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| $\begin{array}{c c c c c c c c c c c c c c c c c c c $  | INITIATIVE   | x                                | ATTACKS                      | <b>x</b> ( |
|---|--|----------------------------------|------------------------------|------------|
| SPEED     SPEED     SPEED     Second with Amore     Tops     Attack Boout     Dumber     Dumber       SPEED     Second with Amore     Imposition     10 10 19 x2       Second with Amore     Imposition     Boots     20 11 29 x2       Second with Amore     Imposition     Boots     20 11 29 x2       Second with Amore     Imposition     Boots     20 11 29 x2       Second with Amore     Imposition     Dagger (thrown)     Attack Boout     Damoge       Second with Amore     Imposition     Dagger (thrown)     Attack Boout     Damoge     Calical       Attack Boout     Damoge     Calical     Tops     Attack Boout     Damoge     Calical       Participe     Mattele     Proper     Attack Boout     Damoge     Calical       Participe     Mattele     Proper     Attack Boout     Damoge     Calical       Participe     Mattele     Proper     Attack Boout     Damoge     Calical       Participe     Attack Boout     Damoge     Calical     X       Participe     Attack Boout     Damoge     Calical     X       Participe     Attack Boout     Damoge     Calical     X       Participe     Attack Boout     Damoge     Calical     X <tr< td=""><td>INITIATIVE BONUS Feats Training Misc</td><td></td><td></td><td></td></tr<>   | INITIATIVE BONUS Feats Training Misc   |                                  |                              |            |
| SPEED         Data Part Acck         Attrack Part Acck         Attrack Part Acck         Attrack Part Acck         Attrack Part Acck         Part Acck         Part Acck         Attrack Part Acck         Part Acck Part Acck         Part Acck         Part Acck         Part Acck Part Acck         Part Acck Part Acck         Part Acck Part Acck         Part Acck Part Acck         Part Acck Part Acck         Part Acck Par  | $I_{1} = D_{1} + T_{1} + T_{1$ |                                  | Attack Bonus Damage          | Critical   |
| SPEED       Speed with Annue       Too Synd         300 f. Seq       ft sq       ft sq       Bolts 22 x 10       Image       Speed Annue       Image  | SPEED *  |                                  |                              | 10 × 2     |
| 300 ft Osag       Int. sgi       ft ag         Swin Syod       ft ag       Dusyoger (Inrown)         Mask       Attack Renu       Dunoge         Mask       Forder       Attack Renu       Dunoge         Mask       Bask       Bask       Norfs       Attack         Mask       Bask       Bask       Mark       Bask       Dunoge         Mask       Bask       Bask       Bask       Bask       Dunoge       Dunoge         Mask       Bask       <   | SPEED Speed with Armour Temp Speed   | Ammo                             |                              |            |
| Dame figned       Try figned       Dagger (Lirown)         It sol       ft sol       ft sol       Try figned         BASE ATTACK       MADACED       Dagger (Lirown)       Danger (Lirown)         BASE ATTACK       MADACED       ATTACK       ATTACK         ATTACK       MADACED       ATTACK       ATTACK         ATTACK       MADACED       Prove       Mask Bans       Danger (Lirown)         ATTACK       MADACED       Prove       Mask Bans       Danger (Lirown)         ATTACK       MADACED       Prove       Mask Bans       Danger (Lirown)         Attack Bans       Danger (Lirown)       Attack Bans       Danger (Lirown)         Attack Bans       Danger (Lirown)       Attack Bans       Danger (Lirown)         Attack Bans       Danger (Lirown)       Attack Bans       Danger   | 30 ft 6sq ft sq ft sq  | Bolts 2 x 10 # 888               |                              |            |
| In       State       Targe       Attack Bonu       Damage       Diffed         DATE       DATE       ATTACK       DATE       DA  |  |                                  |                              |            |
| BASE ATTACK       (10t       2 sol         HASE Attack Monet       (10t       2 sol         Hase Attack Monet       (10t       (10t         Hase Attack Monet       (10t  | ft sa ft sa ft sa  |                                  | Attack Bonus Damage          | Critical   |
| AASE       RATTACK BONUS       METER       RANGED       The Rege       The Rege       Lange       Control         1       0       +2       Power       The Rege       The Rege       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       100000       1000000       1000000       1000000       1000000       1000000       1000000       1000000       1000000       1000000       1000000       10000000       10000000       10000000       10000000       10000000       10000000       10000000       100000000       100000000       100000000       1000000000       1000000000000000000000000000000000000  |  |                                  | 0(+2) 1d 4                   | 10 × 2     |
| The Control of Provide The Provide The Provide The Provide The Control of Provide The Control  | BASE MELEE RANGED  |                                  |                              |            |
| Image Attack Borns       During During Borns       During Citical Borns       During  | ATTACK BONUS ATTACK ATTACK   | Telekinetic Projectile           | Attack Damus                 | 0-111-0    |
| borus Borus Buffs Nerfs Atlack Diverse Buffs Nerfs Atlack Person Buffs Nerfs  | +1     0     +2  |                                  |                              |            |
| Temp Danage       Models       Burnage       Type       Attack Bonus       Dumage       Otical         Bonus       Burnage       Harage       Type       Attack Bonus       Dumage       Otical         + = + + + +       + +       + +       + +       - +       Attack Bonus       Dumage       Otical         + = + + + +       + +       + +       + +       - +       +       +       +         Conditional Modifiers       Models       Size       Attack Bonus       Gata       +       +         Conditional Modifiers       Size       Anno       # + +        |  | 25ft 5sq                         |                              | x 2        |
| Temp Danage Mondle Books Buffs Nerfs Prover   Prover ft sq    Conditional Modifiers Conditional Modifiers Conditional Modifiers Conditional Modifier Metable Konus Save Save Save Save Save Save Save Save  | + = +  |                                  |                              |            |
| Bonis       Bonis       Buffs       Nerfs       Attack       ft       sq       d       x         +       =       +       +       +       +       +       +       +       -  | Temp Damage Morale Power   | Range Type                       | Attack Bonus Damage          | Critical   |
| Conditional Modifiers       Range       Type       Attack Bonus       Damage       Ditical         Conditional Modifiers       ft       sd       x         Conditional Modifiers       ft       sd       x         Conditional Modifiers       Base       Size       d       x         Conditional Modifiers       Modifier       Mise       #  |  | ft sq                            | d                            | ×          |
| Hange       Type       Madde Bollos       Dallage       Unital         Image       ft       sq       d       x         COMBAT MANOEUVRE       Base       Size       d       x         DONUS       Attack Bons       Modifier       Mise       #        Special Anno       #          COMBAT MANOEUVRE       Base       Size       Modifier       Mise       #        Special Anno       #   | + = + - ++   |                                  |                              |            |
| ft sq         COMBAT MANOEUVRES         Ammo       #         COMBAT MANOEUVRES         Ammo       #         COMBAT MANOEUVRES         Ammo       #         COMBAT MANOEUVRE       Bodge       Defection         Base       Size         Modifier       Mise         COMBAT MANOEUVRE       Dodge       Defection         Ammo       #       ComBat Manoe       #       ComBat Manoe         COMBAT MANOEUVRE       Dodge       Defection       Base       Size         COMBAT MANOEUVRE       Dodge       Defection       Base       Size         OCOMENT MANOEUVRE       Dodge       Defection       Base       Size         COMIDIC COMENT MANOEUVRE       Base       Size         COMIDIC COMENT       Modifier       Mise         Conditional Modifiers <th< td=""><td>Conditional Modifiers</td><td>Range Type</td><td> Attack Bonus Damage</td><td>Critical</td></th<>  | Conditional Modifiers  | Range Type                       | Attack Bonus Damage          | Critical   |
| COMBAT MANOEUVRES       Anno         COMBAT MANOEUVRE       Size         IONUS       Attack hous         Misc       Anno         IONUS       Attack hous         Misc       Anno         IONUS       Size         IONUS       Misc         IONUS       Misc         IONUS       Misc         IONUS       Misc         IONUS       Dodge         Defendence       Dodge         Defendence       Modifier         Misc       Anno         IONUS       Size         Defendence       Modifier         Misc       Anno         IONUS       Dodge         Defendence       Dodge         Defendence       Modifier         Misc       Attack hous         Modifier       Misc         IONUS       IDN         PERENCE       Size         Modifier       Misc         IONUS       IDN         IONUS       IDN         IONUS       Dodge         Defende       Defende         Modifier       Misc         IT       IDN         IDN </td <td></td> <td></td> <td>d</td> <td>×</td>  |  |                                  | d                            | ×          |
| COMMAT MANOEUVRE<br>BONUS       Base<br>Modifier       Mice<br>Mice<br>Mice<br>Modifier       Mice<br>Mice<br>Mice<br>Modifier       #  | COMBAT MANOFINRES  |                                  |                              |            |
| Image: STR + Image: Street House Ho   | COMBAT MANOEUVRE Base Size   |                                  |                              | # 0000     |
| COMMAAT MANNEUVRE<br>DEFENCE       Soldge<br>Modifier       Base<br>Modifier       Size<br>Modifier       Size<br>Modifier       Modifier         SAVES         COMMAAT MANNEUVRE<br>DEFENCE       Save<br>Modifier       Size<br>Modifier       Modifier         THE CALL SAVE<br>Modifier       Save<br>Modifier       Save<br>Modifier       Save<br>Modifier         TEND CMD       Conditional Modifiers         TEND CMD       Conditional   |  | # 000                            |                              | # 0000     |
| DEFENCEModifierModifierMack BanusModifierMisc $(3D) = 10 + STR + DTX + + + + + + + + + + + + + + + + + + +$   |  |                                  |                              |            |
| ELAT-FOOTED         Deflection       Base       Size         Modifier       Attack Bonus       Modifier         Temp CMB       Temp CMD       Conditional Modifiers         Top CMB       Temp CMD       Conditional Modifiers         Top Colspan="2">Conditional Modifiers         Top Colspan="2">Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Col  | Dodge Dene   |                                  |                              | Misc Temp  |
| $\begin{array}{c c c c c c c } \hline CND & \hline Modifier & Attack Banus & Modifier & Mise \\ \hline $   | $(13ID) = 10 + S_{1}R + D_{1}X + +$  | + <b>B+1B</b> - <b>+</b> +2      | $F \oplus RT = CON + +0 + +$ | +1 +       |
| $\begin{array}{c} \hline \mathbf{i} \underbrace{\mathbf{j}} \\ \hline \mathbf{j} \\ \hline \mathbf{j}$ |  |                                  | REFLEX SAVE                  |            |
| Temp CMB       Temp CMD       Conditional Modifiers         + CMB       + CMD       Conditional Modifiers         + CMB       + CMD       Exasion         Improved       Endurance       Trap         Evasion       Improved       Endurance       Trap         Conditional Modifiers       Improved       Endurance       Trap         IT       hp       hp       hp         Matural Misc Size       Conditional Modifiers       EFFECTS         ARMOUR CLASS       Dodge       Deflection       Modifier         Modifier       Armour AC       Shield AC       Armour Modifier         Modifier       Moura AC       Shield AC       Armour Modifier         Modifier       Armour AC       Shield AC       Armour Modifier         Modifier       Moura AC       Shield AC       Armour Modifier         Modifier       Imour AC       Shield AC       Imour AC   |  |                                  | ₽₽₽F = D₽₽X + +0 + +         | +          |
| + CMB     + CMB     + CMB     + CMB     + CMB     - Evasion  <  |  |                                  |                              |            |
| Evasion       Sense         Evasion       Sense         Conditional Modifiers       Conditional Modifiers         IT Points       Wounds       Dying       Stable       Non-lethal       Unconscious         IT       hp       hp       hp       hp       hp         ARMOUR CLASS       ARMOUR CLASS       EFFECTS         ARMOUR CLASS       Dodge       Deflection       Natural Misc Gree         Itat:       itat:       itat:       itat:       itat:       itat:         Itat:       Itat:       Itat:       Itat:       Itat:       Itat:       Itat:       Itat:         Itat:       Itat   |  |                                  |                              |            |
| HEALTH         HIT POINTS       Wounds $\square$ Dying       Stable       Non-lethal $\square$ Unconscious         17       hp       hp       hp       hp       hp         ARMOUR CLASS       Dodge       Deflection       Natural Misc Gize       EFFECTS         ARMOUR CLASS       Dodge       Deflection       Modifier       Armour AC       Shield AC       Armour Modifier         If 32       = 10 + DIT       + <td>· CMD</td> <td></td> <td></td> <td></td>   | · CMD  |                                  |                              |            |
| HIT POINTSWounds $\Box$ Dying $\Box$ StableNon-lethal $\Box$ Unconscious17hphphp <b>ARMOUR CLASS</b> DodgeDeflection<br>ModifierArmour ACShield ACMisc Size<br>Modifier <b>ARMOUR CLASS</b> DodgeDeflection<br>ModifierArmour ACShield ACArmour<br>Modifier <b>ARMOUR CLASS</b> DodgeDeflection<br>ModifierArmour ACShield ACArmour<br>Modifier <b>FLAT-FOOTED ARMOUR CLASS</b> 11++++ <b>TOUCH ARMOUR CLASS</b> 111+++ <b>ToUCH ARMOUR CLASS</b> -11++- <b>ToUCH ARMOUR CLASS</b> +2 racial to AC vs ranged mundane attacks <b>Demage Reduction</b> Energy Resistance <b>5</b> / electricity   |  |                                  | Conditional Modifiers        |            |
| 17 hp   hp hp     ARMOUR CLASS     Dodge   Modifier   Armour AC   Shield AC   Armour   Modifier   Armour AC   Shield AC   Armour   Modifier   Armour AC   Shield AC   Armour AC   <   | HEALTH   | *                                |                              |            |
| ARMOUR CLASS       EFFECTS         Dodge       Deflection         Modifier       Modifier $13^{\circ}$ = 10 + D+TK +         FLAT-FOOTED ARMOUR CLASS $12^{\circ}$ = 10 + D+TK +         TOUCH ARMOUR CLASS $13^{\circ}$ = 10 + D+TK + $12^{\circ}$ = 10 + D+TK +   |  | ☐ Stable Non-lethal ☐ Unconsciou | JS                           |            |
| Dodge<br>ModifierDeflection<br>ModifierNatural<br>Armour ACMisc Size<br>Modifier $\widehat{13}$ = 10 + DFT+++ <td></td> <td>hp hp</td> <td></td> <td></td>  |  | hp hp                            |                              |            |
| ARMOUR CLASSModifierModifierArmour ACShield ACArmourModifier $13^{\circ}$ = 10 + $D+T$ ++ <td< td=""><td></td><td></td><td>EFFECTS</td><td>x (</td></td<>   |  |                                  | EFFECTS                      | x (        |
| FLAT-FOOTED ARMOUR CLASS<br>12 = 10 / / + + + + + + + + + + + + + + + + +   |  |                                  | r                            |            |
| 12= 10//+++ </td <td><math>\frac{1}{10}</math> = 10 + D = K + + +</td> <td>+ + + +2</td> <td></td> <td></td>  | $\frac{1}{10}$ = 10 + D = K + + +  | + + + +2                         |                              |            |
| TOUCH ARMOUR CLASS $132$ = 10 + $141$ + +         Temp AC       Spell Resistance         + AC       -2 racial to AC vs ranged mundane attacks         Damage Reduction Energy Resistance       -2 racial to AC vs ranged mundane attacks         5 / electricity  | FLAT-FOOTED ARMOUR CLASS   | s                                |                              |            |
| 100CH ARMOUR CLASS         132       = 10 + 11 × + + + / / / / + +2         Temp AC       Spell Resistance         + AC       - +2 racial to AC vs ranged mundane attacks         Damage Reduction Energy Resistance  | <u>42</u> = 10 / / + _ +   | + + +2                           |                              |            |
| Temp AC       Spell Resistance       Conditional Modifiers         + AC       +2 racial to AC vs ranged mundane attacks         Damage Reduction Energy Resistance       Image Reduction Energy Resistance         5 / electricity       Image Reduction Energy Resistance  |  |                                  |                              |            |
| Imp AC       Spell Resistance       Conditional Modifiers         + AC  | 13C = 10 + D45X ++   | / / / + +2                       | -                            |            |
| Damage Reduction Energy Resistance       5 / electricity  |  | rad mundana attacha              |                              |            |
| 5 / electricity   | Allo   | cu munuant auacks                | _                            |            |
|   |  |                                  |                              |            |
|   | Notes  |                                  | _                            |            |
|   |  |                                  |                              |            |

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| Crossbow, heavy                                    | Value Weight              |  | Head / Hat / Mask  |
|--|---------------------------|--|--|
| Dagger x2  | 2                         | Properties   | Properties   |
| Spell Component Pouch                              |                           | Type Max Speed Max AC  | DEX  |
| Scarf  |                           |  |  |
| Scarf<br>Cat (Emilia)<br>Horse, light (Fluffy)     | (8)                       |  | Headband   |
| Horse, light (Fluffy)                              |                           | - Ib % AC  |  |
| Bit & Bridle                                       | 1                         | - SHIELD   |  |
| _Saddle, Riding                                    |                           |  |  |
| Feed   |                           | Properties   | Eyes   |
| Parasol  | 1                         |  | Properties   |
| Bedroll & Blanket                                  | 8                         | Check Penalty Weight Spell Failure Shield  |  |
| Tent, small  | 10 20                     |  |  |
| Saddlebags<br>Backpack                             |                           |  | Neck / Throat  |
| Backpack   | 2 2                       |  | Properties   |
| Cotton & Wool cloth                                |                           |  |  |
| Flint & Steel                                      |                           |  |  |
| Grooming Kit<br>Hot Weather Outfit                 |                           |  | Shoulders  |
|  |                           |  | Properties   |
| Mess Kit<br>Waterskin x2                           | 2 8                       |  | Flopenies  |
| Belt Pouch x2 (1 carried)                          | 2 0                       |  |  |
| Artisans's Tools (clothing)                        |                           |  | Chest  |
| Sewing Needle x5                                   | 2.5 ~                     |  |  |
| String or twine                                    | 0.03 1.5                  |  | Properties   |
| Bolts, crossbow (10) 1 gp#                         |                           |  |  |
|  |                           |  | Belts  |
|  |                           |  | Properties   |
|  |                           | _  |  |
|  |                           | Hands  | Clothes / Body   |
| Light Load Carried Items                           | 140 (horse) Ib            | Properties   | Properties   |
| 26 Ib Weapons, Ammo                                | 11 lb                     | _  |  |
| Medium Load Armour, Shield                         | Ib                        | Ring   | Arms / Wrists  |
| 53 lb Worn Items                                   | 1 lb                      | Properties   | Properties   |
| Heavy Load Scrolls, Potions,<br>Wands, Components  | 2  b                      | -  |  |
| 80 lbl   |                           |  |  |
| Total Weight                                       | 14 lb                     | - Killg  | Feet   |
| MONEY  | ×                         | Properties   | Properties   |
| Copper   | <mark>      2</mark> ] cp |  |  |
| Silver   | 4) sp                     |  |  |
| Gold   | 16 gp                     | SCROLLS  | POTIONS  |
| Platinum   | <u>,    </u> ) 5F         |  |  |
|  | pp                        |  |  |
| Total  | 1642                      |  | # 000  |
| WANDS  | *                         |  | # 000  |
|  |                           |  |  |
|  |                           | _  |  |
|  |                           | 3  |  |
|  |                           |  |  |
| <u></u>  |                           |  |  |
|  |                           |  |  |
|  |                           |  |  |
|  |                           | -  |  |
|  |                           |  |  |
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ARMOUR

EQUIPMENT

INVENTORY

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| PSYCHIC DISCIPLINE     Detect Magic       Self-Perfection     Light   |                                  |
|---|----------------------------------|
| Light   |                                  |
| Self-Perfection <u>Lullaby</u> 0  |                                  |
|   |                                  |
| Discipline powers Prestidigitation  |                                  |
| AC Bonus Telekinetic Projectile   |                                  |
| When wearing no armour, shield and  |                                  |
| light load, add WIS to AC. (WIS: +2) 1ll Omen   |                                  |
| Level Bonus Spell 2   |                                  |
| 1        Physical Push  |                                  |
|   |                                  |
| WIS/day: Add WIS to STR/DEX/CON Bonus Spell 3   |                                  |
| checks, on success: regain 1 point in   |                                  |
| phrenic pool. (WIS: +2)   |                                  |
| Bonus Spell 4   |                                  |
| Level   |                                  |
| 5   |                                  |
| Bonus Speil 5   |                                  |
|   |                                  |
| Bonus Spell 6   |                                  |
| Level   |                                  |
| 13 Bonus Spell 7  |                                  |
|   |                                  |
| Bonus Spell 8   |                                  |
| Spells Spell Spells Base Bonus Spells   |                                  |
|   |                                  |
| $\begin{array}{c ccccccccccccccccccccccccccccccccccc$   | JS I                             |
| 2 POINTS Psychic Stat Misc  | Points                           |
|   |                                  |
|   |                                  |
| 5 Will of the dead  |                                  |
| 6 1 Spend 2 phrenic points to overcome an und   | -                                |
| 7 to mind-affecting effects for the purposes of   | he linked spell.                 |
| 8 Level   |                                  |
| Spell Save DC = 10 + INT + Spell Level  |                                  |
| TELEPATHY   |                                  |
| DETECT THOUGHTS   |                                  |
| Once a day, or by spending any level spell slot:  Today Level 1st round Presence of thinking being  |                                  |
| 2 2nd round Number of thinking beings and their INT   |                                  |
| 3rd round Surface thoughts  |                                  |
| Level TELEPATHIC BOND   |                                  |
| 9 forge a bond between yourself and other willing creatures.  |                                  |
| Level <b>TELEPATHY 17</b> Communicate telepathically with anyone within 100 ft. <b>15</b>   |                                  |
| 17 Communicate telepathically with anyone within 100 ft.  |                                  |
| Arcane Sight      Heroism     Level   |                                  |
| Level I Fly I Nondetection 19   |                                  |
| Haste     Tongues     Marcus Downing 2017 http://charactersheets.minotaur.cc     This character sheet uses trademarks and/or copyrights owned by Paizo Publishing, LLC, which are used under Paizo's Community Use Policy. We are exp | advance biblished from a barrier |

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# **SPELL BOOK**

| Spell Level   | _                                      | Spell Le  | evel                                | Spell L               | evel                  |
|---|--|---|-------------------------------------|-----------------------|-----------------------|
| ) <u>o</u>  |  | ) 1   |                                     |                       |                       |
| Detect Magic  | School<br>divination                   | Expeditious Retreat   | School<br>transmutation             |                       | School                |
| 1 std. act 60 ft cone - <   | 1 min/lv (D)                           | 1 std. act personal -   | - 1 min/lv (D)                      |                       |                       |
| You detect magical aura<br>Components / Focus<br>T, E                         | s. See text.<br>Book Page<br>core      | Increase base land sy<br>Components / Focus<br>T, E                 | beed by 30 ft.<br>Book Page<br>core | Components / Focus    | Book Page             |
| Light ev  | ocation [light]                        | Colour Spray illusio  | School<br>on (pattern) [m-a]        |                       | School                |
| 1 std. act object touche  | d - 10 min/lv                          | 1 std. act 15 ft. cone  | burst - instant                     |                       |                       |
| Touched object glows lik<br><sup>Components</sup> / Focus<br>T, M (a firefly) | e a torch<br>Book Page                 | Vivid colours debuff.<br>Components / Focus<br>T, E, M (powder/sand | WILL neg. See text.                 | Components / Focus    | Book Page             |
| Prestidigitation  | School<br>universal                    |   | School                              |                       | School                |
| 1 std. act 1 hour   |  | 1 std. act close - 1 rc   |                                     |                       |                       |
| Perform various small m   | nagics. See text.<br>Book Page<br>core |   | 20, takes worse                     | Components / Focus    | Book Page             |
| Telekinetic Projectile  | School<br>evocation                    |   | School<br>transmutation             |                       | School                |
| 1 std. act close - instan   |  | 1 immed. act close -  |                                     |                       |                       |
| Fling an object, ranged a   |  | Slow down 1 falling o   | U U                                 |                       |                       |
| Components / Focus<br>T, E  | Book Page                              | Components / Focus<br>1/day as Sp-ability                           | Book Page                           | Components / Focus    | Book Page             |
|   | School                                 |   | School                              |                       | School                |
|   |  |   |                                     |                       |                       |
|   |  |   |                                     |                       |                       |
| Components / Focus  | Book Page                              | Components / Focus  | Book Page                           | Components / Focus    | Book Page             |
|   | School                                 |   | School                              |                       | School                |
|   |  |   |                                     |                       |                       |
|   |  |   |                                     |                       |                       |
| Components / Focus  | Book Page                              | Components / Focus  | Book Page                           | Components / Focus    | Book Page             |
|   | School                                 |   | School                              |                       | School                |
|   |  |   |                                     |                       |                       |
|   |  |   |                                     |                       |                       |
| Components / Focus  | Book Page                              | Components / Focus  | Book Page                           | Components / Focus    | Book Page             |
|   | School                                 |   | School                              |                       | School                |
|   |  |   |                                     |                       |                       |
|   |  |   |                                     |                       |                       |
| Components / Focus  | Book Page                              | Components / Focus  | Book Page                           | Components / Focus    | Book Page             |
|   | School                                 |   | School                              |                       | School                |
|   |  | · · · · · · · · · · · · · · · · · · ·                               |                                     |                       |                       |
|   |  |   |                                     |                       |                       |
| Components / Focus  | Book Page                              | Components / Focus  | Book Page                           | Components / Focus    | Book Page             |
|   | School                                 |   | School                              | T, E - thought and em | otion components      |
|   |  | ·   |                                     | •                     | ard/immediate action  |
|   |  |   |                                     | m-a - mind-affecting, | enchant - enchantment |
| Components / Focus  | Book Page                              | Components / Focus  | Book Page                           | comp compulsion       |                       |
|   |  |   |                                     |                       |                       |

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# **CHARACTER** BACKGROUND

Name

Jíny 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, sh took up the trade. After meeting Professor Lorrimor, she started adventuring.

PORTRAIT



| N.                         | APPEARANCE         | ×              |  |  |
|----------------------------|--------------------|----------------|--|--|
| <sub>Race</sub><br>Sylphid |                    |                |  |  |
| Age                        | Height             | Weight         |  |  |
| 74                         | 5'7" <i>f</i> t    | 125 lbs        |  |  |
| Eyes                       | Hair               |                |  |  |
| dark blue                  | long light blue    | /turquois      |  |  |
| Defining Features          |                    |                |  |  |
| Blue patterns              | s on the skin, blu | e hair. Other- |  |  |
| wise mostly human.         |                    |                |  |  |

#### Preferred Clothing

Simple and sturdy, yet elegant. Blouses ar skirts.

# PERSONALITY

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

Fears Jiny is terribly jealous of people who outsh 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 |         |
|              |         |

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

|    | Country  | / Region | / Town | N. 6       |
|----|----------|----------|--------|------------|
|    | Rahadoum | Azir     | Azir   | SOBO ANTI  |
| ie |          |          |        | A TO DE TO |

|      | AFFILIATIONS                                      |   |
|------|---|---|
|      | Religion<br>Atheist                               | So An                                   |
|      |   | A A A A A A A A A A A A A A A A A A A   |
|      | Employer  | SSS AMA                                 |
|      |   | at the second second                    |
|      | Current Country / Region / Town<br>Ustalav        | SEC A                                   |
|      |   | A A A A A A A A A A A A A A A A A A A   |
|      | Affiliation<br>Professor Lorrimor - Somewhat Dead | Sol Antonio                             |
|      |   | A A A A A A A A A A A A A A A A A A A   |
|      | Affiliation                                       |   |
|      |   | A A A A A A A A A A A A A A A A A A A   |
|      | FRIENDS AND FOES                                  |   |
|      | Kendra Lorrimor                                   |   |
|      | HOSTILE   |   |
|      | FRIENDLY  |   |
| r-   |   | A THE A                                 |
|      |   |   |
| nd   |   | A CONTRACTOR                            |
|      |   | SOO THE                                 |
|      |   | Alfan Car                               |
| ries |   | SSS AND                                 |
| ine  |   | ALL |
|      |   | SS Autor                                |
|      |   | di taji liki                            |
|      |   | SS AMO                                  |
|      |   | A A A A A A A A A A A A A A A A A A A   |
|      |   | S ~ 44                                  |

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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.