

# Carrion Crown

Player *Daniel*

Campaign *Boosh Presents the Carrion Crown*

XP

## ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	8		-1R		STR
DEX	12		+1K		DEX
CON	10		CON		CON
INT	20		+5		INT
WIS	15		+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)*

*Airy Step*

LANGUAGES  
*Common Aquan*  
*Auran Elven*  
*Ignan Terran*

## CHARACTER

Name *Jiny Weaver*  
 Race *Sylph* Size *medium*  
 Gender  FEMALE  MALE

CLASSES	Skill Ranks	Hit Die	Level	Level Adjustment
<input checked="" type="checkbox"/> <i>1 Psychic</i>	2	d6	4	
<input type="checkbox"/> 2		d		
<input type="checkbox"/> 3		d		
<input type="checkbox"/> 4		d		
<input type="checkbox"/> 5		d		
Favoured class +1 per level				Effective Character Level <b>4</b>

4 hp rks + INT per level + CON per level

## SKILLS

	Untrained	Skill Bonus	Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	<input type="checkbox"/>		DEX				-
Appraise	<input type="checkbox"/>		INT				
Bluff	<input type="checkbox"/>	+4	CHA	1			
Climb	<input type="checkbox"/>		STR				-
Concentration	<input type="checkbox"/>	+8	INT	4	+1		
Diplomacy	<input type="checkbox"/>		CHA				
Disable Device	<input type="checkbox"/>		DEX				-
Disguise	<input type="checkbox"/>		CHA				
Escape Artist	<input type="checkbox"/>		DEX				-
Fly	<input type="checkbox"/>	+5	DEX	1			-
Handle Animal	<input type="checkbox"/>		CHA				
Heal	<input type="checkbox"/>		WIS				
Intimidate	<input type="checkbox"/>		CHA				±4 if larger/smaller
Linguistics	<input type="checkbox"/>	+9	INT	1			
Perception	<input type="checkbox"/>	+9	WIS	4			
Ride	<input type="checkbox"/>		DEX				-
Sense Motive	<input type="checkbox"/>	+6	WIS	3			
Sleight of Hand	<input type="checkbox"/>		DEX				-
Spellcraft	<input type="checkbox"/>	+12	INT	4			
Stealth	<input type="checkbox"/>		DEX				-
Survival	<input type="checkbox"/>		WIS				
Swim	<input type="checkbox"/>		STR				-
Use Magic Device	<input type="checkbox"/>		CHA				
Knowledge (arcana)	<input type="checkbox"/>	+11	INT	3			
Knowledge (dungeoneering)	<input type="checkbox"/>	+9	INT	1			
Knowledge (engineering)	<input type="checkbox"/>	+9	INT	1			
Knowledge (geography)	<input type="checkbox"/>	+9	INT	1			
Knowledge (history)	<input type="checkbox"/>	+9	INT	1			
Knowledge (local)	<input type="checkbox"/>	+9	INT	1			
Knowledge (nature)	<input type="checkbox"/>	+9	INT	1			
Knowledge (nobility)	<input type="checkbox"/>	+9	INT	1			
Knowledge (planes)	<input type="checkbox"/>	+9	INT	1			
Knowledge (psionics)	<input type="checkbox"/>		INT				
Knowledge (religion)	<input type="checkbox"/>	+9	INT	1			
Craft (Clothing)	<input type="checkbox"/>	+10	CHA	2			

## 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

**+2** **+1** **+3**

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** + **+2** - \_\_\_\_\_ + \_\_\_\_\_

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

**14** = **10** + **-1** + **+1** + \_\_\_\_\_ + **+2** - \_\_\_\_\_ + **+2**

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

**13** = **10** + **-1** / / + \_\_\_\_\_ + **+2** - \_\_\_\_\_ + **+2**

Temp CMB Temp CMD Conditional Modifiers  
**+ CMB** **+ CMD** *Ignore first 30 ft. of falling damage.*

## HEALTH

HIT POINTS Wounds  Dying  Stable Non-lethal  Unconscious

**28** 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

/

Notes  
 Energy Resistance: 5/electricity

## ATTACKS

### Crossbow, heavy (Masterwork)

Range Type Attack Bonus Damage Critical  
 120ft 24sq P **+4** 1d10 19x2

Ammo Bolts 8 x 10 # \_\_\_\_\_ Special Ammo # \_\_\_\_\_

### Dagger (thrown)

Range Type Attack Bonus Damage Critical  
 (10ft 2 sq) P or S **+1 (+3)** 1d4 19x2

### Telekinetic Projectile

Range Type Attack Bonus Damage Critical  
 35ft 7sq B **+3** 1d6 x2

Range Type Attack Bonus Damage Critical  
 \_\_\_\_\_ ft sq \_\_\_\_\_ d \_\_\_\_\_ x

Range Type Attack Bonus Damage Critical  
 \_\_\_\_\_ ft sq \_\_\_\_\_ d \_\_\_\_\_ x

Ammo Silver bolts x12 # \_\_\_\_\_ Special Ammo **+1 undead bane** # \_\_\_\_\_

Ammo **+1 ghost touch** x2 # \_\_\_\_\_ Special Ammo # \_\_\_\_\_

## SAVES

FORTITUDE SAVE Base Racial Misc Temp

**+2** = **CON** + **+1** + \_\_\_\_\_ + **+1** **+**

REFLEX SAVE

**+2** = **DEX** + **+1** + \_\_\_\_\_ + \_\_\_\_\_ **+**

WILL SAVE

**+6** = **WIS** + **+2** + **+4** + \_\_\_\_\_ + \_\_\_\_\_ **+**

Evasion  Improved Evasion  Endurance  Trap Sense

Conditional Modifiers  
**+2 vs air/electricity effects**

## EFFECTS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

INVENTORY			
	Value	Weight	
Crossbow, heavy	50	8	
Crossbow, heavy (Mastwork)		8	
Dagger x2	4	2	
Spell Component Pouch	5	2	
Scarf	1	1/2	
Belt Pouch	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	1	1/2	
Artisans's Stuff*	7.53	6.5	
Bolts, crossbow (78) 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"/>
Special bolts (9) #	<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"/>

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	<b>14</b>	lb

MONEY	
Copper	<b>2</b> cp
Silver	<b>4</b> sp
Gold	<b>1</b>   <b>15</b> gp
Platinum	<b>1</b>   <b>7</b>   <b>0</b> pp
Total	<b>1</b>   <b>8</b>   <b>15</b>   <b>4</b>   <b>2</b>

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

ARMOUR				
Properties				
Type	Max Speed	Max AC		DEX
Check Penalty	Weight	ft	sq	Armour AC
	lb			% <b>AC</b>

SHIELD				
Properties				
Check Penalty	Weight	Spell Failure	Shield AC	
	lb	%	<b>AC</b>	



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	
Cure Light Wounds x2	# <input type="checkbox"/>
Cure Moderate Wounds	# <input type="checkbox"/>
Remove disease	# <input type="checkbox"/>
Lesser Restore x2	# <input type="checkbox"/>

# PSYCHIC

Caster Level **4**

## 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
6	15	0			
3	16	1		6	<input checked="" type="checkbox"/> INT -4 <input checked="" type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
1	17	2		3	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3			<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4			<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5			<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		7			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		8			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		9			<input type="checkbox"/> <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

Dancing Lights

Telekinetic Projectile

Detect Magic

Lullaby

0

Prestidigitation

Read Magic

Expeditious Retreat

Bonus Spell

1

Remove Fear

Shadow Trap

Ill Omen

Bear's Endurance

Bonus Spell

2

Oneiric Horror

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

4

= ( 4 ÷ 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**

### Overpowering Mind

Spent 2 phrenic points to increase Will save DC of linked spell by 1. 8th level: 4 points, +2; 15th: 6 points, +3. Mind-affecting spells only.

Level

**7**

Level

**11**

Level

**15**

Level

**19**

# SPELL BOOK

Spell Level  
**0**

Spell Level  
**1**

Spell Level  
**2**

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

Dancing Lights                      evocation [light]

1 std. act. - medium - 1 min (D)

Creates torches or 4 lights w/in 10ft rad

Components / Focus	Book	Page
T, E	core	

School

Prestidigitation                      universal

1 std. act. - 1 hour

Perform various small magics. See text.

Components / Focus	Book	Page
T, E	core	

School

Read Magic                      divination

1 std. act. - personal - 10 min/lv

Decipher magic inscriptions on obj.

Components / Focus	Book	Page
T, E, F (clear crystal)	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

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

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

Remove Fear                      abjuration

1 std. act. - close - lv/4 +1 creatures

+4 morale vs fear, 10 mins, fear suppress'd

Components / Focus	Book	Page
T, E	core	

School

Shadow Trap                      illusion (shadow)

1 std. act. - close - 1 rd/lv (D) - 1 creature

Entangled & tethered > 5ft. WILL neg.

Components / Focus	Book	Page
T, E	OO	

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

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

School

Bear's Endurance                      transmutation

1 std. act. - touch - 1 min/lv

Creature touched gains +4 CON

Components / Focus	Book	Page
T, E		

School

Oneiric Horror                      illusion (phant.) [m-a]

1 std. act. - medium - 1 rd/lv (D)

1 living attacks nightmare. WILL neg.

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

Components / Focus	Book	Page

School

Components / Focus	Book	Page

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

# 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*



Age

*74*

Height

*5'7" ft*

Weight

*125 lbs*

Eyes

*dark blue*

Hair

*long light blue/turquoise*

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*



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

Country

*Rahadoum*

/ Region

*Azir*

/ Town

*Azir*



## AFFILIATIONS

Religion

*Atheist*



Employer

*Embrith Daramid (?)*



*Judge in Lepidstad. Trying to defend a beast against the mob. Doomed endeavour?*

Current Country

*Ustalav*

/ Region

/ Town

*Lepidstad*



*Has a university, a judge and lackluster defenses.*

Affiliation

*Professor Lorrimer - Somewhat Dead*



Affiliation



## FRIENDS AND FOES

*Kendra Lorrimer*



*Run off to PF Venezuela with Jacques, who will have drunk himself to death in years. And then what?*

*Dr. Cowl*



*Supposedly strange, seemingly sane.*

*Gustav C.*



*Barrister with a stutter. Lost ca(u)se?*



*Edward Clayton*



*Woman paladin with a men's name. What's up with that?*

*Vraxim*



*Strange tiefling rogue. Is he crazy?*

*Sveltana Galdana*



*Necromancing, selfish noble brat of a cleric. Can she be trusted?*



# 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.