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	Skill Ranks	Hit Die	Level
☒ 1 Psychic	2	d 6	7
☐ 2		d	
☐ 3		d	
☐ 4		d	
☐ 5		d	

Favoured class +1 per level: 3 | 4 hp | rks | + INT per level | + CON per level

Level Adjustment:

Effective Character Level: 6

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	8		-1		STR
DEX	12		+1		DEX
CON	10		0		CON
INT	20	2	+6		INT
WIS	15		+2		WIS
CHA	10		0		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.)
- Resiliance (+1 Fortitude)
- On the Payroll (+150 starting gold)

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

Feats
- Toughness (+3 HP)
- Airy Step
- Logical Spell (Metamagic)
- Improved Initiative (+4 to Initiative)

LANGUAGES
- Common
- Aquan
- Auran
- Elven
- Ignan
- Terran

SKILLS

	Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	■		DEX	☐				-
Appraise	■		INT	☐				
Bluff	■	+4	CHA	■	1			
Climb	■		STR	☐				-
Concentration		+14	+6	+	7 (Psychic Level)	+1		
Diplomacy	■	+4	CHA	■	1			
Disable Device			DEX	☐				-
Disguise	■		CHA	☐				
Escape Artist	■		DEX	☐				-
Fly	■	+5	+1	■	1			-
Handle Animal			CHA	☐				
Heal	■		WIS	☐				
Intimidate	■	+3	CHA	■	1			±4 if larger/smaller
Linguistics		+10	+6	■	1			
Perception	■	+12	+2	■	7			
Ride	■		DEX	☐				-
Sense Motive	■	+8	+2	■	3			
Sleight of Hand			DEX	☐				-
Spellcraft		+16	+6	■	7			
Stealth	■		DEX	☐				-
Survival	■		WIS	☐				
Swim	■		STR	☐				-
Use Magic Device			CHA	☐				
Knowledge (arcana)		+16	+6	■	7			
Knowledge (dungeoneering)		+12	+6	■	3			
Knowledge (engineering)		+11	+6	■	2			
Knowledge (geography)		+11	+6	■	2			
Knowledge (history)		+11	+6	■	2			
Knowledge (local)		+10	+6	■	1			
Knowledge (nature)		+12	+6	■	3			
Knowledge (nobility)		+10	+6	■	1			
Knowledge (planes)		+16	+6	■	7			
~~Knowledge (psionics)~~			INT	☐				
Knowledge (religion)		+12	+6	■	3			
Craft (Clothing)	☐	+13	+6	☒	4			
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				

Knowledge - INT
Profession - WIS

Craft - INT
Perform - CHA

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INITIATIVE

INITIATIVE BONUS	=	DEX	+	Feats	+	Training	+	Misc
+6	=	+1	+	+5	+		+	

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
+3	+2	+4

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	=	STR	+	Base Attack Bonus	-	Size Modifier	+	Misc
+1	=	-1	+	+2	-		+	

COMBAT MANOEUVRE DEFENCE	=	10	+	STR	+	DEX	+	Dodge Modifier	+	Deflection Modifier	+	Base Attack Bonus	-	Size Modifier	+	Misc
15	=	10	+	-1	+	+1	+		+		+	+3	-		+	+2

FLAT-FOOTED CMD	=	10	+	STR	/	/	+	Deflection Modifier	+	Base Attack Bonus	-	Size Modifier	+	Misc
14	=	10	+	-1	/	/	+		+	+3	-		+	+2

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

ATTACKS

Crossbow, heavy (Masterwork)

Range	Type	Attack Bonus	Damage	Critical
120 ft 24 sq	P	+5	1 d 10	19 × 2

Ammo: Bolts 8 x 10 (# ~~20~~)

Special Ammo: #

Dagger (thrown)

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

Telekinetic Projectile

Range	Type	Attack Bonus	Damage	Critical
35 ft 7 sq	B	+4	1 d 6	× 2

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	×

Ammo: Silver bolts x12 (#)

Special Ammo: +1 undead bane (#)

Ammo: +1 ghost touch x2 (#)

Special Ammo: (#)

SAVES

FORTITUDE SAVE	=	CON	+	Base	+	Racial	+	Misc	Temp
+3	=		+	+2	+		+	+1	+

REFLEX SAVE	=	DEX	+	Base	+	Racial	+	Misc	Temp
+3	=	+1	+	+3	+		+		+

WILL SAVE	=	WIS	+	Base	+	Racial	+	Misc	Temp
+7	=	+2	+	+5	+		+		+

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Conditional Modifiers

+2 vs air/electricity effects

HEALTH

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

ARMOUR CLASS

ARMOUR CLASS	=	10	+	DEX	+	Dodge Modifier	+	Deflection Modifier	+	Armour AC	+	Shield AC	+	~~Natural Armour~~ Misc	+	Size Modifier
14	=	10	+	+1	+		+		+	+1	+		+	+2	+	

FLAT-FOOTED ARMOUR CLASS	=	10	/	/	+		+	+1	+		+	+2	+	
13	=	10												

TOUCH ARMOUR CLASS	=	10	+	DEX	+		+		/	/		+2	+	
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

EFFECTS

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INVENTORY

	Value	Weight
Crossbow, heavy	50	8
Crossbow, heavy (Mastwork)		8
Dagger x2	4	2
Spell Component Pouch	5	2
Scarf	1	½
Belt Pouch	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	1	½
Artisans's Stuff*	7.53	6.5

Bolts, crossbow (78) 1 gp #

Special bolts (9) #

#

#

Light Load	Carried Items	140 (horse) lb
26 lb	Weapons, Ammo	11 lb
Medium Load	Armour, Shield	lb
53 lb	Worn Items	1 lb
Heavy Load	Scrolls, Potions, Wands, Components	2 lb
80 lb	Total Weight	14 lb

MONEY

Copper	2 cp
Silver	4 sp
Gold	115 gp
Platinum	170 pp
Total	1,815.42

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
Headband of Vast Knowledge
Properties
+2 Intelligence
1 rank of Knowledge (Planes)/HD

Headband

Properties

Eyes

Properties

Neck / Throat

Properties

Shoulders

Properties

Chest

Properties

Belts

Properties

Clothes / Body

Properties

Arms / Wrists
Bracers of Armour
Properties
+1 to AC

Feet

Properties

POTIONS

Cure Light Wounds x2 #

Cure Moderate Wounds #

Remove disease #

Lesser Restore x2 #

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PSYCHIC

Caster Level: 6

PSYCHIC DISCIPLINE

Self-Perfection

Discipline powers

Level 1

AC Bonus

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

Physical Push

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

Level 5

Blood Purge

Heal for (3 + .5/Lvl)d8 per day as Std Act.
Instead 2d: Lesser Restoration

Level 13

SPELLS

Spells Known	Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (INT / INT - 4 / INT - 8 / INT - 12)
7	15	0			
4	16	1	8	6	☒ ☒ ☐ ☐
2	17	2	4	3	☒ ☐ ☐ ☐
1		3			☒ ☐ ☐ ☐
		4			☒ ☐ ☐ ☐
		5			☒ ☐ ☐
		6			☐ ☐ ☐
		7			☐ ☐ ☐
		8			☐ ☐ ☐
		9			☐ ☐

Spell Save DC = 10 + INT + Spell Level

TELEPATHY

Level 2 — **DETECT THOUGHTS**
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

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

0
- Dancing Lignts
- Detect Magic
- Lullaby
- Prestidigitation
- Read Magic
- Telekinetic Projectile
- Mending

1
- Expeditious Retreat (Bonus Spell)
- Shadow Trap
- Ill Omen
- Remove Fear
- Glue Seal
- Vanish
- Mage Armour
- Heightened Awareness

2
- Bear's Endurance (Bonus Spell)
- Oneiric Horror
- Resist Energy
- Mindthrust II
- Euphoric Cloud
- Spider Climb

3
- Haste (Bonus Spell)
- Slow
- Loathsome Veil

4 — Bonus Spell

5 — Bonus Spell

6 — Bonus Spell

7 — Bonus Spell

8 — Bonus Spell

9 — Bonus Spell

PHRENIC AMPLIFICATIONS

POINTS PER DAY = (Psychic Level ÷ 2) + Stat + Misc

5 = (6 ÷ 2) + +2 +

☒ WIS
☐ CHA

Points Today ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

Level 1 — **Will of the dead** — 2 points
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** — 2-6 points
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 — **Relentless Casting** — 1 point
Roll twice to overcome SR, take the better result

Level 11

Level 15

Level 19

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SPELL BOOK

Spell Level 0

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

Dancing Lights — School: evocation [light]
1 std. act. - medium - 1 min (D)
Creates torches or 4 lights w/in 10ft rad
Components / Focus: T, E — Book: core — Page:

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

Read Magic — School: divination
1 std. act. - personal - 10 min/lv
Decipher magic inscriptions on obj.
Components / Focus: T, E, F (clear crystal) — Book: core — Page:

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

Spell Level 1

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

Ill Omen — School: enchant. (comp.) [curse, m-a]
1 std. act. - close - 1 rd/lv or discharged
Target rerolls next d20, takes worse
Components / Focus: T, E, M (hair of black cat) — Book: APG — Page:

Remove Fear — School: abjuration
1 std. act. - close - lv/4 +1 creatures
+4 morale vs fear, 10 mins, fear suppress'd
Components / Focus: T, E — Book: core — Page:

Shadow Trap — School: illusion (shadow)
1 std. act. - close - 1 rd/lv (D) - 1 creature
Entangled & tethered > 5ft. WILL neg.
Components / Focus: T, E — Book: OO — Page:

Feather Fall — School: transmutation
1 immed. act. - close - 1 rd/lv or landing
Slow down 1 falling object or creature/lv
Components / Focus: 1/day as Sp-ability — Book: core — Page:

Spell Level 2

Bear's Endurance — School: transmutation
1 std. act. - touch - 1 min/lv
Creature touched gains +4 CON
Components / Focus: T, E — Book: — Page:

Oneiric Horror — School: illusion (phant.) [m-a]
1 std. act. - medium - 1 rd/lv (D)
1 living attacks nightmare. WILL neg.
Components / Focus: T, E — Book: OA — Page:

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

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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
GOOD LAWFUL CHAOTIC EVIL

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

Country: Rahadoum / Region: Azir / Town: Azir
FRIENDLY ☐ ☐ ☒ ☐ ☐ HOSTILE
GOOD LAWFUL CHAOTIC EVIL

AFFILIATIONS

Religion
Atheist
FRIENDLY ☐ ☐ ☐ ☐ ☐ HOSTILE
GOOD LAWFUL CHAOTIC EVIL

Employer
Embrith Daramid (?)
FRIENDLY ☐ ☐ ☐ ☐ ☐ HOSTILE
Judge in Lepidstad. Trying to defend a beast against the mob. Doomed endeavour?
GOOD LAWFUL CHAOTIC EVIL

Current Country: Ustalav / Region: / Town: Lepidstad
FRIENDLY ☐ ☐ ☐ ☒ ☐ HOSTILE
Has a university, a judge and lackluster defenses.
GOOD LAWFUL CHAOTIC EVIL

Affiliation
Professor Lorrimor - Somewhat Dead
FRIENDLY ☐ ☐ ☐ ☐ ☐ HOSTILE
GOOD LAWFUL CHAOTIC EVIL

Affiliation
FRIENDLY ☐ ☐ ☐ ☐ ☐ HOSTILE
GOOD LAWFUL CHAOTIC EVIL

FRIENDS AND FOES

Kendra Lorrimor
FRIENDLY ☒ ☐ ☐ ☐ ☐ HOSTILE
Run off to PF Venezuela with Jacques, who will have drunk himself to death in years. And then what?
GOOD LAWFUL CHAOTIC EVIL

Dr. Cowl
FRIENDLY ☐ ☐ ☒ ☐ ☐ HOSTILE
Supposedly strange, seemingly sane.
GOOD LAWFUL CHAOTIC EVIL

Gustav C.
FRIENDLY ☐ ☐ ☐ ☐ ☐ HOSTILE
Barrister with a stutter. Lost ca(u)se?
GOOD LAWFUL CHAOTIC EVIL

FRIENDLY ☐ ☐ ☐ ☐ ☐ HOSTILE
GOOD LAWFUL CHAOTIC EVIL

FRIENDLY ☐ ☐ ☐ ☐ ☐ HOSTILE
GOOD LAWFUL CHAOTIC EVIL

Edward Clayton
FRIENDLY ☐ ☐ ☒ ☐ ☐ HOSTILE
Woman paladin with a men's name. What's up with that?
GOOD LAWFUL CHAOTIC EVIL

Vraxim
FRIENDLY ☐ ☐ ☒ ☐ ☐ HOSTILE
Strange tiefling rogue. Is he crazy?
GOOD LAWFUL CHAOTIC EVIL

Sveltana Galdana
FRIENDLY ☐ ☐ ☐ ☒ ☐ HOSTILE
Necromancing, selfish noble brat of a cleric. Can she be trusted?
GOOD LAWFUL CHAOTIC EVIL

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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.