

Chwoka as Rivek Lykester VI

3 SP, 9 CP

Carry Weight: 33/34 lbs

Appearance

A person-shaped pocket of darkness with no face, in some seriously snazzy duds and a short powdered wig.

Backstory

Rivek was born into wealth, the type of money where you don't really need to work, about as high in society as one gets without having a noble title. There's only been one major snag in their life of ease and plenty: despite (or even because of) their knack for psychically transmitting musical timbre in perfect pitch, they have always had a tremendously difficult time recreating the sounds of speech. Perhaps with some encouragement and practice they could have gotten over it, but instead their impediment was met with ridicule and shame from all corners (high society can be so cruel,) and so they simply avoid speaking. Indeed, they've become quite well-liked and -known as a walking jukebox, happy-go-lucky and gregarious.

When their dadmom passed away, they left Rivek an inheritance of, yes, a trust fund and some land and all those things that say "I love you," but most importantly, an ancient solar-powered automobile, probably a family heirloom. Rivek used and maintained this car to become an upscale freelance driver (think "limousine" and specialty deliveries) — a bit below their station seeing as they don't actually need to work (their rates are shockingly low,) but nobility quite likes to see the equestrians debase themselves, and Rivek quite likes a reason to get out and about on the town. One day, they hope to make a name for themselves as a composer, but for now they just have sheets upon sheets of musical scores circulating in obscurity.

Inventory

- Leather Armor — 10 GP, 15 lb
- Dagger — 2 GP, 1 lb
- Light Crossbow — 35 GP, 4 lb
- 10 crossbow bolts — 1 GP, 1 lb
- Backpack — 2 GP, 2 lb
- Flint & Steel — 1 GP
- Waterskin — 1 GP, 4 lb
- Flask of Acid — 10 GP, 1 lb
- Buckler — 5 GP, 5 lb

- **SOLAR-POWERED CAR** — 60 ft per round (6 mph), Strength 25, charges 6 miles of range for every hour of sunlight to a maximum of 90 miles. Craft (Cars) to repair, Profession (Driver) checks to run up to twice the normal speed without damaging the engine. Medium load at 800 lb. Inside:
 - Firewood — 1 CP, 20 lb
 - Bedroll — 1 SP, 5 lb
 - 5 days of trail rations for sniffing — 2.5 GP, 5 lb
 - **19/20 HP**

Statistics

Race: Astomoi F. Class: Bard (+1 hp) Gender: N/A Age: 14 (adult) Alignment: NG Deity: None	Ability Name	Value	Modifier	Temp Value	Temp Mod
	Strength	10	+0	+0	+0
	Dexterity	15	+2	+0	+0
HP: 8 (9) BAB: 0 CMB: 0 CMD: 12	Constitution	10	+0	+0	+0
	Intelligence	10	+0	+0	+0
	Wisdom	10	+0	+0	+0
	Charisma	16	+3	+0	+0

Saving Throws		Speed			
Fortitude (Con)	+0	Walk	30 ft (0 sq)	Swim	0 ft (0 sq)
Reflex (Dex)	+4	Climb	0 ft (0 sq)	Burrow	0 ft (0 sq)
Will (Wis)	+2	Fly	0 ft (0 sq)	[Other]	0 ft (0 sq)

Armor Class	Touch Armor Class	Flat-Footed Armor Class
15 (+2 armor, +2 Dex, +1 shield)	12	13

Skill Ranks per Level: 6 + **Int Modifier** + 2 Background = 6 + 2B

Armor Check Penalty: -1 (buckler) to all Str- and Dex-based skills

<u>Skills</u>				
<u>Skill Name</u>	<u>Total</u>	<u>Modifier</u>	<u>Ranks</u>	<u>Misc Bonuses</u>
Acrobatics	+1	+2	+0	-1 ACP
Appraise	0	+0	+0	+0
Artistry (musical composition)	+4	+0	+1	+3 class
Bluff	+3	+3	+0	+0
Climb	-1	+0	+0	-1 ACP
Craft (Cars)	+4	+0	+1 B	+3 class
Diplomacy	+3	+3	+0	+0
Disable Device*	N/A	+0	+0	-1 ACP
Disguise	+3	+3	+0	+0
Escape Artist	+1	+2	+0	-1 ACP
Fly	+1	+2	+0	-1 ACP
Handle Animal*	+3	+3	+0	+0
Heal	0	+0	+0	+0
Intimidate	+3	+3	+0	+0
Knowledge (Arcana)*	N/A	+0	+0	+0
Knowledge (Dungeoneering)*	N/A	+0	+0	+0
Knowledge (Engineering)*	N/A	+0	+0	+0
Knowledge (Geography)*	N/A	+4	+1	+3 class
Knowledge (History)*	N/A	+0	+0	+0
Knowledge (Local)*	N/A	+0	+0	+0
Knowledge (Nature)*	N/A	+0	+0	+0

Knowledge (Nobility)*	N/A	+0	+0	+0
Knowledge (Planes)*	N/A	+0	+0	+0
Knowledge (Religion)*	N/A	+0	+0	+0
Linguistics*	N/A	+0	+0	+0
Perception	+4	+0	+1	+3 class
Perform (Dance)	+7	+3	+1 B	+3 class
Profession (Driver)	+6	+0	+1	+3 class +2 trait
Ride	+1	+2	+0	-1 ACP
Sense Motive	0	+0	+0	+0
Sleight of Hand*	N/A	+2	+0	-1 ACP
Spellcraft*	+4	+0	+1	+3 class
Stealth	+5	+2	+1	+3 class, -1 ACP
Survival	0	+0	+0	+0
Swim	-1	+0	+0	-1 ACP
Use Magical Device*	N/A	+3	+0	+0

* Trained only

Class Features					
Class 1:	Bard	Level:	1	Archetype:	Lotus Geisha
Class 2:	None	Level:	N/A	Archetype:	N/A
Weapon and Armor Proficiency		A lotus geisha is proficient with all simple weapons, plus the butterfly sword, fighting fan, iron brush, sai, shortbow, and shuriken. Bards are also proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bard wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.			
Spells		A bard casts arcane spells drawn from the bard spell list presented in Spell Lists . He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal			

	component (song, recitation, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Bard. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells and two 1st-level spells of the bard's choice. At each new bard level, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score. The numbers on Table: Bard Spells Known are fixed.) A bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level. Bards learn a number of cantrips, or 0-level spells, as noted on Table: Bard Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.
Bonus Feats	At 1st level, a lotus geisha gains Spell Focus (enchantment) as a bonus feat. At 5th level, she gains Greater Spell Focus (enchantment) as a bonus feat. These bonus feats replace bardic knowledge and lore master.
Bardic Performance (7/7 remaining)	A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time. Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an

	audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components. If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.
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Racial Traits			
Languages:	Aster, Orc	Size:	M
Mouthless	Astomoi don't need to eat or drink to survive. Instead, they absorb the essence of food and drink; this consumes the nutrients of the meal as though it had been eaten, rendering the food useless to others. Astomoi consume potions and other ingested materials in the same fashion. Since they never actually ingest anything, they can't normally be exposed to ingested poisons.		
Night Terrors	Astomoi abhor pure darkness for the deadening effect it has on their sense of self. In total darkness with no dim light (including the areas of <i>darkness</i> and <i>deeper darkness</i> spells), an astomoi unwillingly spread outwards in wisps and shades, and it cannot sense any attacks on or injury to itself. The GM should resolve attacks against the astomoi in secret and only reveal how much damage the astomoi has taken after the astomoi enters an area of light. Any time an attack is made within 60 ft. of an astomoi in darkness, there is a 15% chance that the astomoi's body accidentally intercepts and is subjected to the attack instead of the intended target. An astomoi gains the benefits of the greater invisibility spell while in conditions of total darkness, but also has the shaken condition.		
Sensitive Breath	Astomoi take a -2 penalty on saving throws against disease and inhaled poisons.		
Telepathic Senses	Astomoi can't speak or see, but can mentally sense the area within 60 feet, in black and white as darkvision, and can speak telepathically. An astomoi can't see anything beyond 60 feet. An astomoi must provide thought components for spells that normally require verbal components. It can use language-dependent abilities with its telepathy, but can only use abilities that rely on audible components on creatures that can perceive its telepathy (immunity to mind-affecting effects, for		

	example, negates audible effects produced by an astomoi).
Telepathy (100 ft.)	The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

<u>Bardic Performances</u>	
Countersong	At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.
Distraction	At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.
Fascinate (DC 13)	At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

	Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion) , mind-affecting ability. Fascinate relies on audible and visual components in order to function.
Inspire Courage +1	A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

<u>Feats</u>	
Lingering Performance	The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.
Spell Focus (enchantment)^B	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

<u>Traits</u>	
Hired Driver	You're a skilled driver. Some folks want you to drive them across the continent, and they're giving you your favorite form of compensation for it. You start the game with an ancient car powered by the sun that comfortably seats four. You also gain a +2 bonus on Profession (driver) checks and can take 10 on Profession (driver) checks in combat.
Hedonist (drawback)	You are a creature of pleasure and comfort. Whenever you spend a

	day without gaining reward or treasure (at least 10 or more gold pieces) or spending an hour on entertainment or pleasure, attempt a DC 20 Fortitude save at the end of that day. If you fail, you begin the next day fatigued. This fatigue lasts 4 hours, or until you receive a reward or sufficient entertainment or pleasure.
Gesture Expertise	You are adept at nonverbal communication. You can use a sign language or gestural system to send complex messages quickly in combat, and with a successful DC 15 Linguistics check, you can express yourself clearly enough to communicate basic messages to people who do not understand your gestures. You gain a +2 trait bonus to send secret messages via gestures using the Bluff skill, and to understand gestures with the Linguistics skill.

<u>Weapons</u>		
<u>Info</u>	<u>Damage</u>	<u>Special</u>
Dagger [dice=Melee]1d20[/dice] [dice=Thrown]1d20+2[/dice] Type S or P 1 lb 2 GP	Damage: [dice]1d4[/dice] Critical: 19-20/x2 Range Increment: 10 ft. Ammo: None	None.
Light Crossbow [dice=Shoot]1d20+2[/dice] Type S or P 4 lb 35 GP	Damage: [dice]1d8[/dice] Critical: 19-20/x2 Range Increment: 80 ft. Ammo: crossbow bolts	None.
Ranged Touch [dice=Acid flask]1d20+2[/dice]	Damage: [dice=Acid]1d4[/dice]	

<u>Armor & Shield</u>		
<u>Info</u>	<u>Defense</u>	<u>Special</u>
Leather Armor 30 ft. 15 lb 10 GP	AC Bonus: +2 Max Dex Bonus: +6 Check Penalty: 0 Spell Fail %: 0%	None.
Buckler 30 ft. 5 lb 5 GP	AC Bonus: +1 Max Dex Bonus: N/A Check Penalty: -1 Spell Fail %: 0%	This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you lose the buckler's AC bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's AC bonus until your next turn. You can't make a shield bash with a buckler.

<u>Spells - 0th Level</u>		
<u>Detect Magic</u> (Component) 0th Level School	Time: Range: Target: Duration: Save:	Description.
<u>Ghost Sound</u> (Component) 0th Level School	Time: Range: Target: Duration: Save: Will DC 13	Description.
<u>Dancing Lights</u> (Component) 0th Level School	Time: Range: Target: Duration: Save:	Description.

<u>Lullaby</u> (Component)	Time: Range: Target: Duration: Save: Will DC 14	Description.
0th Level		
School		

<u>Spells - 1st Level</u>		
<u>Cure Dark Wounds</u> (Component)	Time: Range: Target: Duration: Save: Will DC 14	Description.
1st Level		
School		
<u>Sleep</u> (Component)	Time: Range: Target: Duration: Save: Will DC 15	Description.
1st Level		
School		