

Pathfinder Character PbP Template

Tagline template courtesy Damien Wilmann. Statblock template courtesy Gary "Poblano" Pepper.

Tagline code

Race: *note the space at the start, very important to leave it in*

| HP 13/13 | [ooc]AC 12 T 12 FF 10[/ooc] | CMB +1, CMD 13 | [ooc]F: +1, R: +2, W: +4[/ooc] | Init: +2 | [ooc]Perc: +1, SM: +1[/ooc]

Classes / levels: *note the space at the start, very important to leave it in*

| Speed 30ft | [ooc]Elemental Ray: 7/7[/ooc] | Spells: 1st 5/5 | [ooc]Active conditions: None.[/ooc]

Gender:

[ooc]Male CG Human (Taldan) Sorcerer (Crossblooded) 2[/ooc]

Statblock code

Put in "About" Section to create a Paizo Style Statblock. (You can also get this by exporting BB Code from HeroLab).

[B]PFS #[/b]

[B]Experience[/b] 0

[B]Faction [/b] Silver Crusade

[B]Wealth [/b] 0 GP, 0 PP 0 Fame

[b]Name[/b]

Class 1

N Medium humanoid ()

[b]Init [/b]+1; [b]Senses [/b]Perc +0, SM +0,

[b]Defense[/b]

[b]AC [/b]10, touch 10, flat-footed 10

[b]HP [/b]

[b]Fort [/b]+0, [b]Ref [/b]+0, [b]Will [/b]+0

[b]Offense[/b]

[b]Speed [/b]30 ft.

[b]Melee [/b]

[b]Ranged [/b]

[b]Space [/b]5 ft.; [b]Reach [/b]5 ft.
[b]Special Attacks [/b]
[b]Spell-Like Abilities [/b]

[b]Statistics[/b]

[b]Str [/b>10, [b]Dex [/b>10, [b]Con [/b>10, [b]Int [/b>10, [b]Wis [/b>10, [b]Cha [/b>10
[b]Base Atk [/b>+0; [b]CMB [/b>+0; [b]CMD [/b>10
[b]Feats [/b]
[b]Traits [/b]
[b]Languages[/b] Common,
[b]SQ[/b]
[b]Skills [/b]
[b]Combat Gear [/b]
[b]Other Gear [/b]

[B]Special Abilities[/b]

[spoiler=My Boons]

Here is where you can list your character's boons if you like, to save you from hunting them down later.

[/spoiler]

[spoiler=Bot Me!]

Here is where you include pertinent details needed to bot your character. Include dice expressions for your main attacks as well as tactics and any overriding philosophies that might guide your actions.

[ooc]Cup's a helpful soul. She'll run her unseen servant and dancing lights to help the party explore, or run skill checks to help with anything that looks odd or out of place.[/ooc]

poo]If combat breaks out, she'll inspire courage in the first round and try to identify monsters. In the second round, she'll whip bad guys if she can to give a +4 aid another to one of the melee folks. She may also go around hitting people with CLW wands if they get hurt.[/ooc]

[dice=Whip, Inspire, Aid Another]1d20+7+2[/dice]
[ooc]+4 to hit in addition to the inspire bonus[/ooc]

[dice=CLW]1d8+1[/dice]

If there's diplomacy needed, she'll serve tea and auto-aid someone else's diplomacy for +4.

[/spoiler]