

Taglines

(Put this in the fields of your character.)

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]

(Put this in the Character Description. Can also output this from HeroLab)

[B]PFS 48019-1501[/b]

[B]Experience[/b] 0

[B]Wealth [/b] XXX GP

[b]Jean Kallick[/b]

Bard 1

CN Medium humanoid (human)

Perc +3

[b]Defense[/b]

[b]AC [/b]15, TAC 13

[b]HP 18[/b]

[b]Fort [/b]+2, [b]Ref [/b]+3, [b]Will [/b]+2

[b]Offense[/b]

[b]Speed [/b]25 ft.

[b]Melee [/b]

hatchet +3 1d6+3 S (agile, sweep, thrown 10)

sap +3 1d6+3 B (agile, nonlethal)

[b]Ranged [/b]

hatchet +2 1d6+3 S (thrown 10)

shortbow +2 1d6 P (deadly d10, range 60 ft)

[b]Bard Spells [/b] (CL 1, Spell DC 14, Spell Roll +4)

0: [i]detect magic, light, mage hand, shield[/i]

1 (2/Day): [i]magic weapon, soothe[/i]

[b]Compositions [/b]

[i] counter performance [/i] (1 SP), [i]inspire courage [/i] (cantrip), [i]lingering composition[/i] (1 SP)

[b]Statistics[/b]

[b]Str [/b]16, [b]Dex [/b]12, [b]Con [/b]12, [b]Int [/b]12, [b]Wis [/b]10, [b]Cha [/b]16

[b]Ancestry Feats[/b]

1st: Natural Ambition (Bardic Lore)

[b]Skill Feats[/b]

Background: Experienced Smuggler

[b] General Feats [/b]

None

[b]Class Feats and Features [/b]

1st: First compositions (counter performance, inspire courage)

1st: Muse (maestro)

1st: Linging Composition

1st: Occult spellcasting

1st: Spell repertoire

1st: Bardic Lore

[b]Languages[/b] Common, Elven

[b]Skills [/b]

Acrobatics -1, Arcana -1, Athletics +3, Crafting +0. Deception +4, Diplomacy +4, Intimidation +2, Bardic Lore +2, Underworld Lore +2, Medicine -1, Nature -1, Occultism +2, Performance +4, Religion -1, Society +2, Stealth +1, Survival -1, Thievery +1

[spoiler=Proficiencies]

[b]Trained[/b]

Fortitude Saves

Will Saves

Simple Weapons

Longsword

Rapier

Sap

Shortsword

Shortbow

Whip

Light Armor

Shields

Bardic Lore

Underworld Lore

Athletics

Deception

Diplomacy
Occultism
Performance
Society
Stealth

Thievery
Occult Spell Rolls and DCs
Attack rolls with occult spells

[b]Expert[/b]
Perception
Reflex Saves
[b]Signature Skills[/b]

Crafting
Deception
Diplomacy
Intimidation
Occultism
Performance
Society

[/spoiler]
[spoiler=Gear]
[b]Combat Gear [/b]
Studded leather armor, hatchet (x4), sap, shortbow, arrows (50),
[b]Other Gear [/b]

XXX
[/spoiler]
[spoiler=Macros]
[dice=Perception]1d20+3[/dice]
[dice=Fortitude Save]1d20+2[/dice]
[dice=Reflex Save]1d20+3[/dice]
[dice=Will Save]1d20+2[/dice]

[b]Melee [/b]
[dice=Hatchet]1d20+4[/dice] for [dice=Slashing]1d6+3[/dice]

[b]Ranged[/b]
[dice=Shortbow]1d20+2[/dice] for [dice=Piercing]1d6[/dice]

[/spoiler]

[spoiler=Bot Me!]

Jean considers himself a student of the world, and spends most of his free time reading. He's more interested in con jobs (especially against arrogant nobles) than thievery, but he's a man of

many talents and isn't afraid to defend himself if a heist goes awry. He joined the Pathfinder Society in search of further training and a reliable team of people to work with.

[ooc]If combat breaks out, he'll inspire courage, cast *[i]shield[/i]*, and attack with hatchets. After combat, he is happy to patch up himself or his teammates with *[i]soothe[/i]*. [/ooc]

Outside of combat, Garrick is happy to fast talk his way out of trouble or ask other people for help. He'll go out of his way to learn something new--he's as eager to explore a hidden library as a treasure trove.

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