CLEAR PLAYER INFORMATION

RESET CHARACTER SHEET

Tangle Willowshimmer

CHARACTER		PLAYER		
Fey (Boggart)	Small	Male	2-1/2 feet	30 lbs.
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT

22	Neutral Evil	None	Vagabond
AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION

Sylvan, Common
LANGUAGES

NECEROS.COM 1.1.2

PATHFINDER® ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	9	-1	9			
DEX DEXTERITY	25	+7	25			
CON CONSTITUTION	14	+2	14			
INT INTELLIGENCE	15	+2	15			
WIS WISDOM	16	+3	16			
CHA CHARISMA	16	+3	16			

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

	HP GAINED
CURRENT HP	33
TEMPORARY HP	
TOTAL HP	33

CLASS RECORDER

CLASS NAME	HD	BAB	SKILLS	FORT	REF	WILL	LEVELS
Boggart (Shapechanger)	d6	+3	37	+2	+5	+5	6
FAVORED CLASS:		TOTALS	+3	37	+2	+5	+5	6

MISCELLANIOUS TRACKING

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	22	=10+	0	0	+7	+1			+4		
TOUCH ARMOR CLASS	22	=10+			+7	+1			+4		
FLAT-FOOT ARMOR CLASS	15	=10+	0	0		+1			+4		

ARMOR PENALTY	0
MAX DEX	--
SPELL FAILURE	0%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	+4	+2	+2		
REF REFLEX	+12	+5	+7		
WILL WILLPOWER	+8	+5	+3		

ATTACKS	TOTAL		BASE ATTACK BONUS		ABILITY	SIZE	
MELEE ATTACK MODIFIER	+3		+3		-1	+1	
RANGED ATTACK MODIFIER	+11		+3		+7	+1	
CMB TO ATTACK	+1		+3		-1	-1	
CMD TO DEFEND	+18	=10+	+3	DEX +7	STR -1	-1	

SKILLS

CLEAR SKILLS

37 RANKS — ARMOR PENALTY 0

CLASS	SKILL	ABILITY	TOTAL	RANKS	ABILITY	TRAINED	
❑	Acrobatics ◆	DEX	12	3	7	0	2
❑	Appraise	INT	2	0	2	0	
❑	Bluff	CHA	3	0	3	0	
❑	Climb ◆	STR	8	9	-1	0	
❑	Craft:	INT	2	0	2	0	
❑	Craft:	INT	2	0	2	0	
❑	Diplomacy	CHA	3	0	3	0	
❑	Disable Device ◆	DEX	--	0	7	0	
❑	Disguise	CHA	3	0	3	0	
❑	Escape Artist ◆	DEX	18	9	7	0	2
❑	Fly ◆	DEX	9	0	7	0	2
❑	Handle Animal	CHA	--	0	3	0	
❑	Heal	WIS	3	0	3	0	
❑	Intimidate	CHA	3	0	3	0	
❑	Kn:	INT	--	0	2	0	
❑	Kn:	INT	--	0	2	0	
❑	Kn:	INT	--	0	2	0	
❑	Kn:	INT	--	0	2	0	
❑	Kn:	INT	--	0	2	0	
❑	Kn:	INT	--	0	2	0	
❑	Linguistics	INT	--	0	2	0	
❑	Perception	WIS	8	5	3	0	
❑	Perform	CHA	3	0	3	0	
❑	Profession:	WIS	--	0	3	0	
❑	Ride ◆	DEX	7	0	7	0	
❑	Sense Motive	WIS	3	0	3	0	
❑	Sleight of Hand ◆	DEX	--	0	7	0	
❑	Spellcraft	INT	--	0	2	0	
❑	Stealth ◆	DEX	20	11	7	0	2
❑	Survival	WIS	3	0	3	0	
❑	Swim ◆	STR	-1	0	-1	0	
❑	Use Magic Device	CHA	--	0	3	0	
❑		CHA	3	0	3	0	
❑		CHA	3	0	3	0	
❑		CHA	3	0	3	0	

MARK A ❑ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ◆ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Shock and Electrical Bolt (see Attacks below)

Confusion - You can cause confusion by keeping up a loud racket for 2 full-round actions - singing, shouting, etc. All within 30 feet that fail a DC 16 Will save are confused (CR p.258). Victims who make a save are immune to further confusion from you.

Deflection - +4 deflection bonus to AC - already calculated above.

Invisibility - You may become invisible as a standard action which lasts 3d4 rounds or until you attack. (CR p.301)

Immune to electricity - You are immune to electricity. (MM p.301)

Low-Light Vision - You can see twice as far as normal in dim light and outdoors on a moonlit night as well as in the day (CR p.564)

Tongues - You can converse with any creature that uses language via basic simple words and syntax. (CR p.360)

Unstable Form - You may assume the form of a ball of electrified gas - similar to a will o the wisp. In this form, you can fly at 50 feet and pass through small holes or mere cracks. You cannot pass through water. You may use only your electrical powers in this form. You must change form every 3d4 rounds - although you may switch before then. You may do this twice per day.

Weapon Finesse - use your dexterity modifier in melee combat instead of your strength - included above (CR p.136)

Acrobatic - +2 acrobatics, +2 fly skills - included above (CR p.113)

Stealthy - +2 escape artist, +2 stealth skills - included (CR. p.135)

CLEAR EXPERIENCE

EXPERIENCE — SLOW ❑ MEDIUM ❑ FAST ❑ /

INIT INITIATIVE	+7	SPEED	FLY	SWIM	CLIMB
		30	(50)		

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES

RESISTANCES

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor								
Shield								

PROFICIENCIES

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES
Shock (melee touch)		+11							2d6 electrical	-	5	-	-	-
Electrical Bolt (ranged touch) - max range 40 feet		+11							2d4 electrical	-	40	-	-	must wait 1d4 rounds to recharge

CREATED BY BILL BARNES (WWW.NECEROS.COM). THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). SEE WEBSITE FOR MORE INFORMATION. PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

EQUIPMENT

CLEAR

QTY	⌘	ITEM	WEIGHT

ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
	0			WIS		
	1st			1		
	2nd			1		
	3rd			1		
	4th			0		
	5th			0		
	6th			0		
	7th			0		
	8th			0		
	9th			0		

SHORT: 25FT + 5FT / 2 LVL

MEDIUM: 100FT + 10FT / LVL

LONG: 400FT + 40FT / LVL

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

CLEAR

NAME

RACE/TEMPLATE

CLASS

LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HIT POINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK BONUSES

ATTACK	1ST	2ND	3RD	4TH	DAMAGE & CRIT

SPECIAL QUALITIES

SPELLS & POWERS

CLEAR

CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG	LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG