

Gelik

Male gnome bard 5 - CR 4

Chaotic Neutral Humanoid (Gnome); Deity: **Cayden Cailean**; Age: **54**; Height: **3' 3"**; Weight: **35 lb.**; Eyes: **blue**; Hair: **blonde**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			

Illusion Resistance: +2 vs. illusions, **Well Versed:** +4 vs. bardic performance, language-dependent, and sonic

REFLEX (DEXTERITY)	+6	=	+4	+2			
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Illusion Resistance: +2 vs. illusions, **Well Versed:** +4 vs. bardic performance, language-dependent, and sonic

WILL (WISDOM)	+3	=	+4	-1			
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Illusion Resistance: +2 vs. illusions, **Well Versed:** +4 vs. bardic performance, language-dependent, and sonic

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+3		+2	+1			

Touch AC 13	Flat-Footed AC 14
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Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus +2	=	+3	+0	-1

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense 14	=	10	+3	+0

See the AC section (above) for situational modifiers that may also apply to CMD

Hero Points	☐ ☐ ☐	HP 37
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Base Attack	+3
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+2
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Speed	25 ft
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Masterwork longsword

Main hand: **+5, 1d6** Crit: 19-20/x2

Both hands: **+5, 1d6** 1-hand, S

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Masterwork shortbow

Ranged, both hands: **+7, 1d4** Crit: x3

Rng: 60'
2-hand, P

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+5	INT (0)	2	
Bluff	+12	CHA (4)	-	
Climb	+0	STR (0)	-	
Diplomacy	+9	CHA (4)	2	
Disguise	+4	CHA (4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+4	DEX (2)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+12	CHA (4)	-	
Knowledge (geography)	+10	INT (0)	5	
Knowledge (nature)	+10	INT (0)	5	
Linguistics	+8	INT (0)	5	
Perception	+5	WIS (-1)	1	
Perform (comedy)	+12	CHA (4)	5	
Perform (oratory)	+9	CHA (4)	2	
Profession (scribe)	+9	WIS (-1)	5	
Ride	+2	DEX (2)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+10	DEX (2)	1	
Survival	-1	WIS (-1)	-	
Mapmaker's kit: +2 circumstance bonus to avoid becoming lost when using a Mapmaker's Kit as you travel				
Swim	+0	STR (0)	-	
Use Magic Device	+9	CHA (4)	2	

Activated Abilities & Adjustments

Gelik's Training

Feats

- Armor Proficiency (Light)
- Bard Weapon Proficiencies
- Combat Casting
- Fleet
- Shield Proficiency
- Simple Weapon Proficiency - All
- Toughness

Masterwork buckler

+0 Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

Masterwork studded leather

+3 Max Dex: +5, Armor Check: -
Spell Fail: 15%, Light

Gear

**Total Weight Carried: 25.9/86.25 lbs, Light Load
(Light: 28.5 lbs, Medium: 57 lbs, Heavy: 86.25
lbs)**

Antiplague x2 <In: Belt pouch (6 @ 1 lbs)>	-
Antitoxin x2 <In: Belt pouch (6 @ 1 lbs)>	-
Backpack, masterwork (3 @ 3.78 lbs)	1 lb
Belt pouch (6 @ 1 lbs)	0.125 lbs
Holy water <In: Belt pouch (6 @ 1 lbs)>	1 lb
Hot Weather outfit (Free)	-
Ink, black <In: Scroll case (12 @ 0 lbs)>	-
Inkpen <In: Scroll case (12 @ 0 lbs)>	-
Mapmaker's kit	2 lbs
Masterwork buckler	2.5 lbs
Masterwork longsword	2 lbs
Masterwork shortbow	1 lb
Masterwork studded leather	10 lbs
Money <In: Backpack, masterwork (3 @ 3.78 lbs)>	0.78 lbs
Noble's outfit <In: Backpack, masterwork (3 @ 3.78 lbs)>	2.5 lbs
Paper x5 <In: Scroll case (12 @ 0 lbs)>	-
Parchment x5 <In: Scroll case (12 @ 0 lbs)>	-
Rice paper x10	-
Scroll case (12 @ 0 lbs)	0.5 lbs
Signal whistle <In: Belt pouch (6 @ 1 lbs)>	-
Signet ring	-
Soap <In: Backpack, masterwork (3 @ 3.78 lbs)>	0.5 lbs
Spell component pouch	2 lbs

Special Abilities

Bardic Knowledge +2 (Ex)
Bardic Performance (standard action, 16 rounds/day)
Bardic Performance: Countersong (Su)
Bardic Performance: Distraction (Su)
Bardic Performance: Fascinate (2 targets, DC 16) (Su)
Bardic Performance: Inspire Competence +2 (Su)
Bardic Performance: Inspire Courage +2 (Su)
Defensive Training +4
Hatred +1
Hero Points
Illusion Resistance
Lore Master (1/day) (Ex)
Low-Light Vision

Experience & Wealth

Experience Points: **10500**/15,000
Current Cash: **25 gp, 5 sp, 9 cp**

Special Abilities

Versatile Performance (Comedy) +12 (Ex)
Well Versed (Ex)

Spell-Like Abilities

Dancing Lights (1/day)	☐
Ghost Sound (1/day)	☐
Prestidigitation (1/day)	☐
Speak with Animals (1/day)	☐

Tracked Resources

Antiplague	☐ ☐
Antitoxin	☐ ☐
Bardic Performance (standard action, 16 rounds/day)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Holy water	☐
Lore Master (1/day) (Ex)	☐

Languages

Abyssal	Gnome
Azlanti	Polyglot
Celestial	Sylvan
Common	Undercommon

Spells & Powers

Bard spells known (CL 5th; concentration +9)
Melee Touch +4 Ranged Touch +6
2nd (3/day)—*calm emotions* (DC 16), *gallant inspiration*^{APG} (DC 16), *invisibility*
1st (5/day)—*alarm*, *comprehend languages*, *cure light wounds*, *identify*
0th (at will)—*detect magic*, *know direction*, *light*, *mage hand*, *message*, *prestidigitation*

Sourcebooks Used

- **Advanced Player's Guide** - Gallant Inspiration (spell)
- **Advanced Player's Guide / Adventurer's Armory** - Rice paper (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Antiplague (equipment); Backpack, masterwork (equipment)
- **Advanced Player's Guide / Jade Regent / Ultimate Equipment** - Mapmaker's kit (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)

Gelik – Abilities & Gear

Combat Casting

Feat

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Fleet

Feat

You are faster than most.

Benefit: While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can take this feat multiple times. The effects stack.

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Defensive Training +4

Racial Ability (Gnome)

+4 dodge bonus to AC against monsters of the Giant subtype.

Hatred +1

Racial Ability (Gnome)

+1 racial bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

Hero Points

Unknown

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of combat. Whenever a hero point is spent, it can have any one of the following effects.

Act Out of Turn : You can spend a hero point to take your turn immediately. Treat this as a readied action, moving your initiative to just before the currently acting creature. You may only take a move or a standard action on this turn.

Bonus: If used before a roll is made, a hero point grants you a +8 luck bonus to any one d20 roll. If used after a roll is made, this bonus is reduced to +4. You can use a hero point to grant this bonus to another character, as long as you are in the same location and your character can reasonably affect the outcome of the roll (such as distracting a monster, shouting words of encouragement, or otherwise aiding another with the check). Hero points spent to aid another character grant only half the listed bonus (+4 before the roll, +2 after the roll).

Extra Action : You can spend a hero point on your turn to gain an additional standard or move action this turn.

Inspiration: If you feel stuck at one point in the adventure, you can spend a hero point and petition the GM for a hint about what to do next. If the GM feels that there is no information to be gained, the hero point is not spent.

Recall: You can spend a hero point to recall a spell you have already cast or to gain another use of a special ability that is otherwise limited. This should only be used on spells and abilities possessed by your character that recharge on a daily basis.

Reroll: You may spend a hero point to reroll any one d20 roll you just made. You must take the results of the second roll, even if it is worse.

Special: You can petition the GM to allow a hero point to be used to attempt nearly anything that would normally be almost impossible. Such uses are not guaranteed and should be considered carefully by the GM. Possibilities include casting a single spell that is one level higher than you could normally cast (or a 1st-level spell if you are not a spellcaster), making an attack that blinds a foe or bypasses its damage reduction entirely, or attempting to use Diplomacy to convince a raging dragon to give up its attack. Regardless of the desired action, the attempt should be accompanied by a difficult check or penalty on the attack roll. No additional hero points may be spent on such an attempt, either by the character or her allies.

Cheat Death : A character can spend 2 hero points to cheat death. How this plays out is up to the GM, but generally the character is left alive, with negative hit points but stable. For example, a character is about to be slain by a critical hit from an arrow. If the character spends 2 hero points, the GM decides that the arrow pierced the character's holy symbol, reducing the damage enough to prevent him from being killed, and that he made his stabilization roll at the end of his turn. Cheating death is the only way for a character to spend more than 1 hero point in a turn. The character can spend hero points in this way to prevent the death of a familiar, animal companion, eidolon, or special mount, but not another character or NPC.

Note: Hero points gained must be added manually.

Appears In : Advanced Player's Guide Hero Points

Illusion Resistance

Racial Ability (Gnome)

+2 racial bonus to saves against illusion spells or effects.

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Racial Ability, Senses**Bardic Knowledge +2 (Ex)****Class Ability (Bard)**

A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.

Bardic Performance (standard action, 16 rounds) Class Ability (Bard)

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 and 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.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

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.

Bardic Performance: Countersong (Su) Class Ability (Bard)

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 non-instantaneous 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.

Bardic Performance: Distraction (Su) Class Ability (Bard)

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 check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous 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 check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Bardic Performance: Fascinate (2 targets, DC Class Ability (Bard)

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 the ability from working. For every three levels a 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 bard's level + 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 skill checks made as reactions, such as Perception checks. Any potential threat requires 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 ranged 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.

Bardic Performance: Inspire Competence +2 Class Ability (Bard)

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Bardic Performance: Inspire Courage +2 (Su) Class Ability (Bard)

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.

Lore Master (1/day) (Ex) Class Ability (Bard)

A 5th level bard or 7th level skald becomes a master of many different types of lore, and can choose to take 10 on any Knowledge skill check that he has ranks in. Once per day, the character can take 20 on any Knowledge skill check as a standard action, instead of spending the normal time taking 20 requires. He can use this ability to take 20 on a Knowledge skill check one additional time per day for every six levels he possesses beyond the level needed to gain the ability (to a maximum of three times per day at 17th level bard or 19th level skald).

Versatile Performance (Comedy) +12 (Ex) Class Ability (Bard)

You may substitute the final value of your Perform: Comedy skill for Bluff or Intimidate checks

Appears In : Not Consolidated Skills

Well Versed (Ex) Class Ability (Bard)

At 2nd level, the bard or skald becomes resistant to sonic effects. The character gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

Antitoxin Gear

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Alchemical Power Component

Like antiplague, this substance can augment certain healing spells.

Neutralize Poison (M) : Add +2 on your caster level check to neutralize poison on a target creature. Antitoxin has no effect when you cast the spell on an object.

Mapmaker's kit Gear

This small kit contains a simple slate with a grid carved into its surface and a number of differently colored pieces of chalk. If you use this kit to draw a map as you travel, you receive a +2 circumstance bonus on Survival skill checks to avoid becoming lost.

Appears In : Advanced Player's Guide, Ultimate Equipment, Jade Regent

Title - Gelik (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2022/03/11

XP Reward : 10500 XP; **Net Cash** : 1300 gp

- no notes -