

Goblin Warchanter

Female Goblin Bard 1 - CR 1/2

Neutral Evil Humanoid (Goblinoid)

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=		+1			
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
REFLEX (DEXTERITY)	+6	=	+2	+4			
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						
WILL (WISDOM)	+3	=	+2	+1			
	Bard: Inspire Courage : +1 morale bonus vs. charm and fear						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	18	=	+3		+4	+1			
Touch AC	15								
	Flat-Footed AC								
			BAB	Strength	Size	Misc			
CM Bonus	-1	=	-	-1	-1	-			
			BAB	Strength	Dexterity	Size			
CM Defense	12	=	10	-	-1	+4	-1		
Base Attack			+0						
Initiative			+4						
Speed			30 ft						

Shortbow

Ranged, both hands: **+6, 1d4**

Crit: x3
Rng: 60'
2-hand, P

Shortsword

Main hand: **+1, 1d4**

Crit: 19-20/x2
Light, P

Unarmed strike

Main hand: **+1, 1d2**

Crit: x2
Light, B, Nonlethal

Studded leather armor

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (4)	1	
Appraise	-1	INT (-1)	-	
Bluff	+1	CHA (1)	-	
Climb	-2	STR (-1)	-	
Diplomacy	+1	CHA (1)	-	
Disable Device	-	DEX (4)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+3	DEX (4)	-	
Fly	+5	DEX (4)	-	
Handle Animal	-	CHA (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+1	CHA (1)	-	
Linguistics	+3	INT (-1)	1	
Perception	+5	WIS (1)	1	
Perform (sing)	+5	CHA (1)	1	
Ride	+8	DEX (4)	1	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	-	DEX (4)	-	
Spellcraft	-	INT (-1)	-	
Stealth	+15	DEX (4)	1	
Survival	+1	WIS (1)	-	
Swim	-2	STR (-1)	-	
Use Magic Device	-	CHA (1)	-	

Feats

Armor Proficiency (Light)
Bard Weapon Proficiencies
Martial Weapon Proficiency (Dogslicer)

Feats

Shield Proficiency
Simple Weapon Proficiency - All

Whip

Main hand: Crit: x2
+1, 1d2 1-hand, S, Disarm, Nonlethal, Reach, Trip
Both hands:
+1, 1d2

Gear

**Total Weight Carried: 14.5/60lbs, Light Load
(Light: 19.5lbs, Medium: 39.75lbs, Heavy: 60lbs)**

Arrows x20	0.075 lbs
Potion of cure light wounds	-
Shortbow	1 lb
Shortsword	1 lb
Studded leather armor	10 lbs
Wand of Silent Image	-
Whip	1 lb

Special Abilities

Bardic Knowledge +1 (Ex)
Bardic Performance (standard action) (5 rounds/day)
Bardic Performance: Countersong (Su)
Bardic Performance: Distraction (Su)
Bardic Performance: Fascinate (1 targets) (DC 11) (Su)
Bardic Performance: Inspire Courage +1 (Su)
Darkvision (60 feet)

Tracked Resources

Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bardic Performance (standard action) (5 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Wand of Silent Image	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common Goblin

Spells & Powers

Bard Spell DC: 11 + spell level
CL: 1 (vs. SR: +1, Concentration: +2)
Melee Touch +1 Ranged Touch +6
Maximum Bard spells known / per day: **4/*x0; 2/2x1**
Bard 0: Mage Hand, Daze (DC 11), Message, Ghost Sound (DC 11)
Bard 1: Hideous Laughter (DC 12), Cure Light Wounds

Experience & Wealth

Current Cash: **-10 GP**

Background

Even if the alarm has been raised, Warchief Ripnugget can be found here. If caught by surprise, he's in the middle of watching his goblins reenact the raid on Sandpoint as they fight against a silent image provided by the warchanter. If the alarm is raised, his goblins clamber up the three pillars closest to the throne and hide, while the warchanter ducks behind the throne. In either case, his pet gecko Stickfoot waits loyally at his side.

Assuming the PCs don't immediately attack when they enter the room, Warchief Ripnugget is willing to parley in the same way that he spoke to Nualia several months ago. This time, though, he doesn't have any intentions of allying with his visitors; he merely wants time to size the PCs up before he orders them slain. He certainly recognizes them from their heroic stand at Sandpoint—although he wasn't present at the assault, he's heard plenty of stories about the longshanks who proved so key to the town's defense. He knows the PCs are formidable foes, especially since they've reached his throne room alive. In any case, he refuses to let the PCs step more than 5 feet into his throne room, informing them that they have not yet earned the right to approach him.

If the PCs agree to talk, he picks the least-armored PC, compliments that character on being someone who looks like she understands the value of the spoken word over battle, and allows that one PC to approach. Of course, Ripnugget doesn't really have any intention of talking. As soon as that PC is within 5 feet of the northeast pillar, he gives the order to attack.

Goblin Warchanter – Abilities & Gear

Martial Weapon Proficiency (Dogslicer) **Feat**

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

Darkvision (60 feet) **Racial Ability, Senses (Goblin)**

You can see in the dark (black and white vision only).

Bardic Knowledge +1 (Ex) **Class Ability (Bard)**

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Performance (standard action) (5 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 (1 targets) (D) **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 Courage +1 (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.

Wand of Silent Image

Wand

Silent Image, Will disbelief (if interacted with) (DC 11)

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Goblin Warchanter, Bard 1 – Spells

Daze	Bard 0	Message	Bard 0
School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (a pinch of wool or similar substance) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One humanoid creature of 4 HD or less Duration: 1 round Save: DC 11 Will negates Resistance: Yes <p>This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.</p>		School: Transmutation / Air Elemental [language-dependent] Components: V, S, F (a piece of copper wire) Casting Time: 1 action Range: Medium (100 + 10 ft./level) Target: One creature/level Duration: 10 min./level Save: None Resistance: No <p>You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.</p>	
Ghost Sound	Bard 0	Cure Light Wounds	Bard 1
School: Illusion (Figment) Components: V, S, M (a bit of wool or a small lump of wax) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Effect: Illusory sounds Duration: 1 round/level (D) Save: DC 11 Will disbelief Resistance: No <p>Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.</p> <p>Ghost sound can enhance the effectiveness of a silent image spell.</p> <p>Ghost sound can be made permanent with a permanency spell.</p>		School: Conjuration (Healing) Components: V, S Casting Time: 1 action Range: Touch Target: Creature touched Duration: Instantaneous Save: Will half (harmless); see text Resistance: Yes (harmless); see text <p>When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.</p>	
Mage Hand	Bard 0	Hideous Laughter	Bard 1
School: Transmutation Components: V, S Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One nonmagical, unattended object weighing up to 5 lbs. Duration: Concentration Save: None Resistance: No <p>You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.</p>		School: Enchantment (Compulsion) [Mind-Affecting] Components: V, S, M (tiny fruit tarts and a feather) Casting Time: 1 action Range: Close (25 + 5 ft./2 levels) Target: One creature; see text Duration: 1 round/level Save: DC 12 Will negates Resistance: Yes <p>This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.</p>	