

Letek

Character Name

Undead 2, Bard (Archaeologist) 4

CLASS

6 (4)

23000 / 35000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

12

+1

12

+1

DEX

Dexterity

20

+5

20

+5

CON

Constitution

*

+0

*

+0

INT

Intelligence

16

+3

16

+3

WIS

Wisdom

16

+3

16

+3

CHA

Charisma

20

+5

20

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+8

=

+6

+

+0

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+11

=

+4

+

+5

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+12

=

+7

+

+3

+

+2

+

+0

+

+0

+

Player Name

Ghoul / Undead

Deity

Medium / 5 ft.

RACE

0

Male

EYES

HAIR

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

25

Points

Alignment

Darkvision (60 ft.)

VISION

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP

hit points

68

AC

armor class

23

TOTAL

FLAT

18

TOUCH

15

BASE

10

ARMOR BONUS

6

SHIELD BONUS

0

STAT

5

SIZE

0

NATURAL ARMOR

2

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+5

TOTAL

DEX MODIFIER

+5

MISC MODIFIER

+0

MISS CHANCE

10

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

Encumbrance

Light

Conditional Save Modifiers:

+1 Reflex to avoid traps

MELEE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+9

=

BASE ATTACK BONUS

+4

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+5

TRIP

+5

DISARM

+5

SUNDER

+5

BULL RUSH

+5

OVERRRUN

+5

CMD

20

20

20

20

20

20

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+9

DAMAGE

1d3+5

CRITICAL

20/x2

REACH

5 ft.

*Rapier (Cold Iron)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

18-20/x2

5 ft.

TOTAL ATTACK BONUS

+9

DAMAGE

1d6+1

Special Properties: 30 hp/inch, hardness 10

*Whip

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

S

M

20/x2

15 ft.

TOTAL ATTACK BONUS

+9

DAMAGE

1d3+1

Special Properties: Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)

*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+9/+9

DAMAGE

1d6+5

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Mithral Shirt +2

Light

+6

+6

+0

10

30 hp/inch, hardness 15

Skills

TOTAL SKILLPOINTS: 50

MAX RANKS: 6/6

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

14

=

5

+

6

+

3

✓ Appraise

INT

12

=

3

+

6

+

3

✓ Bluff

CHA

9

=

5

+

1

+

3

✓ Climb

STR

5

=

1

+

1

+

3

✓ Craft (Untrained)

INT

3

=

3

✓ Diplomacy

CHA

13

=

5

+

5

+

3

✓ Disable Device

DEX

13

=

5

+

6

+

2

✓ Disguise

CHA

14

=

5

+

6

+

3

✓ Escape Artist

DEX

5

=

5

✓ Fly

DEX

5

=

5

✓ Heal

WIS

3

=

3

✓ Intimidate

CHA

9

=

5

+

1

+

3

Knowledge (Arcana)

INT

9

=

3

+

1

+

5

Knowledge (Engineering)

INT

9

=

3

+

1

+

5

Knowledge (Geography)

INT

9

=

3

+

1

+

5

Knowledge (History)

INT

9

=

3

+

1

+

5

Knowledge (Local)

INT

9

=

3

+

1

+

5

Knowledge (Nobility)

INT

9

=

3

+

1

+

5

Knowledge (Planes)

INT

9

=

3

+

1

+

5

Knowledge (Religion)

INT

9

=

3

+

1

+

5

✓ Knowledge (Untrained)

INT

5

=

3

+

2

✓ Perception

WIS

13

=

3

+

5

+

5

✓ Perform (Untrained)

CHA

5

=

5

✓ Ride

DEX

5

=

5

✓ Sense Motive

WIS

7

=

3

+

1

+

3

✓ Spellcraft

INT

7

=

3

+

1

+

3

✓ Stealth

DEX

13

=

5

+

5

+

3

✓ Survival

WIS

3

=

3

✓ Swim

STR

1

=

1

✓ Use Magic Device

CHA

10

=

5

+

2

+

3

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Character: Letek
Player:

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
Created using PCGen v6.06.01 on Apr 27, 2017 at 8:11:33 PM

Level:6 (CR:4)
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*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BP	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9	1d6+5				

Light Crossbow			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +9		Damage: 1d8			
80 ft.		160 ft.		240 ft.		320 ft.	
TH	+9	+7		+5		+3	+1
Dam	1d8	1d8		1d8		1d8	1d8
480 ft.		560 ft.		640 ft.		720 ft.	
TH	-1	-3		-5		-7	-9
Dam	1d8	1d8		1d8		1d8	1d8

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Mighty Fists (Agile)	Equipped	1	0 / 4,000	
Dex to damage				
Rapier (Cold Iron)	Equipped	1	2 / 40	
30 hp/inch, hardness 10				
Whip	Equipped	1	2 / 1	
Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145)				
Claw	Equipped	1	0 / 0	
Bite	Equipped	1	0 / 0	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Mithral Shirt +2	Equipped	1	10 / 5,100	
30 hp/inch, hardness 15				
Wand (Infernal Healing/Wizard/1st)	Equipped	2	0 (0) / 750 (1,500)	
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
Crossbow Bolts (10)	Equipped	3	1 (3) / 1 (3)	
00000 00000 00000 00000 00000				
00000				
Scroll (Undetectable Alignment)	Equipped	2	0 (0) / 150 (300)	
00				
Scroll (Identify)	Equipped	2	0 (0) / 25 (50)	
00				
Scroll (Grease)	Equipped	2	0 (0) / 25 (50)	
00				
Scroll (Expeditious Retreat)	Equipped	1	0 / 25	
Scroll (Detect Secret Doors)	Equipped	2	0 (0) / 25 (50)	
00				
Scroll (Darkness)	Equipped	2	0 (0) / 150 (300)	
00				
Potion of Protection from Good	Equipped	1	0 / 50	
+2 deflection bonus to AC, +2 resistance bonus to saves, gain protection from mental control and summoned creatures for 1 minute. Protects from attacks by good creatures only.				
Potion of Magic Fang	Equipped	2	0 (0) / 50 (100)	
00				
+1 enhancement bonus on attack and damage rolls with one single natural weapon				
Scale (Merchant's)	Equipped	1	1 / 2	
+2 to appraise items valued by weight				
Light Crossbow	Carried	1	4 / 35	
TOTAL WEIGHT CARRIED/VALUE	23.13 lbs.	15,606gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common	

Other Companions	
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Archetypes	
Archaeologist	[Paizo Inc. - Ultimate Combat, p.32]
No stodgy researcher, this Archaeologist meets his research head-on in the field. Archaeologists sacrifice the bard's inspirational performance for a smattering of rogue talents. This archetype also fits roguelike characters that focus more on learning than on stabbing foes in the back.	

Special Attacks	
Disease (Su)	[Paizo Inc. - Bestiary, p.146]
Ghoul Fever: Bite--injury; save Fort DC 16; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghou fever rises as a ghou at the next midnight. A humanoid who becomes a ghou in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghou in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr.	

Paralysis (Su)	[Paizo Inc. - Bestiary, p.146]
This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw DC 16. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.	

Special Qualities	
Archaeologist's Luck (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
Fortune favors the Archaeologist. As a swift action, an Archaeologist can call on fortune's favor, giving him a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if the Archaeologist is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Archaeologist's luck is treated as bardic performance for the purposes of feats, abilities, effects, and the like that affect bardic performance. Like bardic performance, it cannot be maintained at the same time as other performance abilities. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level. (9 uses per day with +1 bonus)	
Armored Casting (Ex)	[Paizo Inc. - Core Rulebook, p.35]
You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.	
Bardic Knowledge (Ex)	[Paizo Inc. - Core Rulebook, p.35]
You add +2 to all Knowledge checks and may make all Knowledge skill checks untrained.	
Bardic Performance	[Paizo Inc. - Ultimate Combat, p.32]
Archaeologists do not gain the bardic performance ability or any of its performance types.	
Black Market Connections (Ex)	[Paizo Inc. - Ultimate Combat, p.69]
A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15-1 on page 461 of the Core Rulebook) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table below.	
Cantrips	[Paizo Inc. - Core Rulebook, p.38]
You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Channel Resistance (Ex)	[Paizo Inc. - Bestiary, p.298]
You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.	
Clever Explorer (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
At 2nd level, an Archaeologist gains a bonus equal to half his class level on Disable Device and Perception checks. He can disable intricate and complex devices in half the normal amount of time (minimum 1 round) and open a lock as a standard action. At 6th level, an Archaeologist can take 10 on Disable Device checks, even if distracted or endangered, and can disarm magical traps. This ability replaces the versatile performance ability.	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Immunity to Ability Drain (Ex)	[Paizo Inc. - Bestiary, p.301]
You are immune to ability drain attacks.	
Immunity to Death Effects (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to death effects.	
Immunity to Death from Massive Damage (Ex)	[Paizo Inc. - Bestiary, p.301]
You are not at risk of death from massive damage.	
Immunity to Disease (Ex)	[Paizo Inc. - Bestiary, p.301]

You are never subject to disease effects.	
Immunity to Energy Drain (Ex)	[Paizo Inc. - Bestiary, p.301]
You are immune to energy drain attacks.	
Immunity to Exhaustion (Ex)	[Paizo Inc. - Bestiary, p.301]
You can never be exhausted.	
Immunity to Fatigue (Ex)	[Paizo Inc. - Bestiary, p.301]
You can never be fatigued.	
Immunity to Mind-Affecting Effects (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).	
Immunity to Nonlethal Damage (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to nonlethal damage.	
Immunity to Paralysis (Ex)	[Paizo Inc. - Bestiary, p.301]
You can never be paralyzed.	
Immunity to Poison (Ex)	[Paizo Inc. - Bestiary, p.301]
You never take poison damage.	
Immunity to Sleep (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to sleep effects.	
Immunity to Stunning (Ex)	[Paizo Inc. - Bestiary, p.301]
You are never subject to stunning.	
Rogue Talents	[Paizo Inc. - Ultimate Combat, p.32]
At 4th level, an Archaeologist gains a rogue talent. He gains an additional rogue talent for every four levels of Archaeologist gained after 4th level. Otherwise, this works as the rogue's rogue talent ability.	
Trap Sense (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
At 3rd level, an Archaeologist gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.	
Trap Sense (Ex)	[Paizo Inc. - Core Rulebook]
You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.	
Uncanny Dodge (Ex)	[Paizo Inc. - Ultimate Combat, p.32]
At 2nd level, an Archaeologist gains uncanny dodge, as the rogue class feature of the same name. This ability replaces well-versed.	
Uncanny Dodge (Ex)	[Paizo Inc. - Core Rulebook]
You can react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.	

Feats

Civilized Ghouliness	[Allard Hoeve - Houserules]
Although undead, you can easily pass as living.	
Your appearance is such that, while pale-skinned and gaunt, you can pass as a living humanoid of your choice. You gain a +10 racial bonus on Disguise checks made to appear human, and your channel resistance increases by +2.	
Combat Reflexes	[Paizo Inc. - Core Rulebook, p.119]
You can make additional attacks of opportunity.	
You may make 5 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
You are trained in using your agility in melee combat, as opposed to brute strength.	
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	

Proficiencies

Battle Aspergillum, Bayonet, Bite, Blowgun, Boar Spear, Brass Knuckles, Cestus, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Whip	
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Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	2	—	—	—	—
PER DAY	at will	5	2	—	—	—	—
Concentration	+9						

LEVEL 0 / Per Day:0 / Caster Level:4

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
☐☐☐☐☐ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 4 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ Message	Transmutation, AirSchool [Language-Depend	1 standard action	40 minutes	Medium (140 ft.)	CR:p.313
[V, S, F] TARGET: 4 creatures; <i>EFFECT</i> : You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐☐ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; <i>EFFECT</i> : Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
☐☐☐☐☐ Read Magic	Divination	1 standard action	40 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐☐ Sift	Divination	1 standard action	Instantaneous	30 ft.	APG:p.244
[V, S] TARGET: one 10-ft. cube; <i>EFFECT</i> : See area as though examining it. [SR:No]					

LEVEL 1 / Per Day:5 / Caster Level:4

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Beguiling Gift	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	5 ft.	APG:p.205
[V, S, F] TARGET: one creature; <i>EFFECT</i> : Subject immediately accepts an offered item and uses it. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐ Blurred Movement	Illusion (Glamer)	1 standard action	4 minutes [D]	Personal	ACG:p.176
[V, S] TARGET: you; <i>EFFECT</i> : As blur, but only while you are moving.					
☐☐☐☐☐ Identify	Divination	1 standard action	12 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET: Cone-shaped emanation; <i>EFFECT</i> : This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. [SR:No]					
☐☐☐☐☐ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (35 ft.)	CR:p.363
[V, S] TARGET: One creature or object; <i>EFFECT</i> : An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					

LEVEL 2 / Per Day:2 / Caster Level:4

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Darkness	Evocation [Darkness]	1 standard action	4 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
☐☐☐☐☐ Invisibility	Illusion (Glamer)	1 standard action	4 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 400 lbs.; <i>EFFECT</i> : The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]					

* =Domain/Speciality Spell

Letek

Ghoul

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Undead

Race Type

Race Sub Type

Description:

Biography: