

Leira

Player: Emily

Human oracle (ocean's echo) 4 - CR 3

Chaotic Good Humanoid (Human); Deity: Erastil; Age: 18;

Height: 5' 4"; Weight: 140 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0/-1	
CHA CHARISMA	21	+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+1	+2	+1		
REFLEX (DEXTERITY)	+4	=	+1	+2	+1		
WILL (WISDOM)	+4	=	+4	-1	+1		

Harrowed: +1 vs. enchantment effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	10	+5		+1		+1	
Touch AC 12								
Flat-Footed AC 16								
CM Bonus +5	=	+3	+2	-	-			
CM Defense 17	=	10	+3	+1	+2	-		

Base Attack	+3	HP	39
Initiative	+6	Damage / Current HP	
Speed	30 / 0 ft		

+1 heavy mace

Main hand: **+5, 1d8+2** Crit: x2
Both hands: **+5, 1d8+2** 1-hand, B

Masterwork light crossbow

Ranged: **+4, 1d8** Crit: 19-20/x2
Ranged, both hands: **+6, 1d8** Rng: 80'
2-hand, P

+1 chain shirt

+5

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-4	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+9	CHA (5)	1	
Climb	-5	STR (1)	-	
Diplomacy	+9	CHA (5)	1	
Disguise	+5	CHA (5)	-	
Escape Artist	-4	DEX (2)	-	
Fly	-4	DEX (2)	-	
Handle Animal	+6	CHA (5)	1	
Heal	+3	WIS (-1)	1	
Intimidate	+5	CHA (5)	-	
Knowledge (arcana)	+1	INT (0)	1	
Knowledge (geography)	+1	INT (0)	1	
Knowledge (history)	+4	INT (0)	1	
Knowledge (nature)	+4	INT (0)	1	
Knowledge (planes)	+4	INT (0)	1	
Knowledge (religion)	+4	INT (0)	1	
Perception	+2	WIS (-1)	3	
Perform (sing)	+9	CHA (5)	1	
Perform (wind instruments)	+9	CHA (5)	1	
Ride	-4	DEX (2)	-	
Sense Motive	+3	WIS (-1)	1	
Sleight of Hand	-3	DEX (2)	1	
Spellcraft	+4	INT (0)	1	
Stealth	-4	DEX (2)	-	
Survival	-1	WIS (-1)	-	
Swim	-4	STR (1)	1	
Use Magic Device	+6	CHA (5)	1	

Activated Abilities & Adjustments

Ability Score Damage: 2

Feats

- Agile Maneuvers
- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Augment Summoning
- Combat Expertise +/-1
- Deadly Aim -1/+2
- Harrowed
- Improved Initiative
- Power Attack -1/+2
- Shield Proficiency
- Simple Weapon Proficiency - All
- Spell Focus (Conjuration)

Traits

Subject of Study (abodorations)

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **9000**/15,000
Current Cash: **1,975 gp**

Gear

**Total Weight Carried: 144.5/130 lbs, Over Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

+1 chain shirt	25 lbs
+1 heavy mace	8 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Candle x10	-
Cloak of resistance +1	1 lb
Explorer's outfit (Free)	-
Flint and steel	-
Lamellar (leather) armor	25 lbs
Masterwork light crossbow	4 lbs
Mess kit	1 lb
Money	39.5 lbs
Pot	4 lbs
Ring of protection +1	-
Rope	10 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Sourcebooks Used

- **Advanced Player's Guide** - Fluid Form (spell); Geyser (spell); Oracle (class); Seamantle (spell); Slipstream (spell); Touch of the Sea (spell); Vortex (spell)
- **Advanced Player's Guide / Bestiary 2** - Tsunami (spell)
- **Blood of Shadows** - Shadow Trap (spell)
- **Blood of the Sea** - Ocean's Echo (archetype)
- **Carrion Crown** - Subject of Study (trait)
- **Champions of Purity** - Burst of Radiance (spell)
- **Curse of the Crimson Throne / Inner Sea World Guide** - Harrowed (feat)
- **Planar Adventures** - Positive Pulse (spell)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Mess kit (equipment)

Special Abilities

Bardic Performance: Inspire Competence +2 (Su)
Bardic Performance: Inspire Courage +1 (Su)
Finesse Weapon Attack Attribute
Inspiring Song (9 rounds/day) (Ex)
Rules Changes

Tracked Resources

Inspiring Song (9 rounds/day) (Ex)
Torch
Trail rations

Languages

Common

Spells & Powers

Oracle (Ocean's Echo) spells known (CL 4th;
concentration +9)

Melee Touch +5 Ranged Touch +5

2nd (4/day)—*burst of radiance* (DC 17), *cure moderate wounds*, *sound burst* (DC 17)

1st (8/day)—*cure light wounds*, *positive pulse*, *shadow trap* (DC 16), *summon monster I*, *touch of the sea*^{APG} (DC 16)

0th (at will)—*create water*, *detect magic*, *guidance*, *purify food and drink* (DC 15), *read magic*, *stabilize*

Leira – Abilities & Gear

Agile Maneuvers Feat

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Augment Summoning Feat

Your summoned creatures are more powerful and robust.

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Combat Expertise +/-1 Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deadly Aim -1/+2 Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Harrowed Feat

Numerous Harrow readings early in your life seem to have hit the mark precisely, increasing your belief that you are destined for a specific purpose in life.

Benefit: You get a +1 bonus on all Will saves made to resist enchantment effects. Once per day, you may draw a card from a Harrow deck you own. At any one time for the rest of that day, you may apply a +2 bonus on any d20 roll modified by the card's suit. For example, if you drew a card from the suit of Dexterity, you could apply this +2 bonus on an Initiative check, a Reflex save, a Dexterity-based skill check, or a ranged attack roll. You may assign this +2 bonus after you make the roll, but you must do so before you know whether the roll was a success or not.

Appears In: Inner Sea World Guide, Curse of the Crimson Throne

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Power Attack -1/+2 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Spell Focus (Conjuration) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Subject of Study (abductions) Trait

Professor Lorrimer approached you as part of his studies, as he had heard that you had survived a recent encounter with a strange monster or had another fateful encounter. Interested in the conditions of the run-in and the means by which you avoided death or injury, he met with you and maintained frequent correspondence until several months ago. The scars of your experience and his continual reminders of the encounter prompted you to hone your skills lest you someday face the same type of creature again. The professor assisted you in this endeavor, providing you with insight into the anatomy and defenses of the creature that attacked you.

Years of study have improved your combat effectiveness against your chosen foe. Choose a non-humanoid creature type (and subtype if outsider). You gain a +1 bonus on damage rolls against creatures of this type. See the ranger favored enemy suggestions for a list of creature types most likely to appear in this campaign.

Appears In: Carrion Crown

Bardic Performance: Inspire Competence +: Class Ability (Oracle)

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 +1 (S) **Class Ability (Oracle)**

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.

Finesse Weapon Attack Attribute **Class Ability (World Is Square)**

The "light weapons" category has been renamed to "finesse weapons." Characters can choose to use either their dexterity bonus or their strength bonus to hit with these weapons, no feat required. "Finesse" is also now a weapon attribute like "brace" or "trip," allowing a weapon in another category to be finessed (like the rapier).

Inspiring Song (9 rounds/day) (Ex) **Class Ability (Oracle)**

The voice of an ocean's echo provides inspiration to allies. This ability is identical to bardic performance (using Perform [sing] only), allowing her to inspire courage at 1st level, inspire competence at 3rd level, and inspire heroics at 15th level, as a bard of the ocean's echo's level. It is usable a total number of rounds per day equal to her level + her Charisma modifier (minimum 1).

This ability replaces the revelations gained at 1st, 3rd, and 15th level.

Rules Changes

Class Ability (World Is Square)

By all metrics, Pathfinder is the most satisfying pen-and-paper game I've ever played. The class balance feels good, the math isn't overwhelming, and the community support is outstanding. However, it suffers from one syndrome that haunts the creation of every new character: feat taxes.

Many veteran players lament that you need three feats to go to the bathroom in Pathfinder. It's a cheeky musing, but one rooted in truth. Pathfinder's feats are arranged in sprawling tiers, often requiring an investment of three or more feats to unlock a single more advanced one. While it's satisfying to work towards a goal, many rungs on the feat ladder are considered either undesirable or overtly mundane. These are feat taxes.

Below I've highlighted a number of revisions to Pathfinder's feat tree to help ease the situation. I've focused mainly on combat feats, arguably the worst offenders. Feel free to incorporate these changes into your own house rules or make your own suggestions in the comments.

Martial Mastery

Gone. Combat feats like Weapon Focus now apply to weapon groups instead of a specific weapon by default.

Agile Maneuvers

Gone. A character adds their dexterity to the CMB if they're wielding a finesse weapon and their strength otherwise.

Combat Expertise

Gone. Now simple a combat option for any class with at least +1 BAB.

Improved Trip, Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Reposition, Improved Steal

Gone. Replaced with Deft Maneuvers.

Deft Maneuvers

New. You do not provoke an attack of opportunity when performing a trip, disarm, dirty trick, feint, reposition, or steal combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Power Attack

Gone. Now simply a combat option for any class with at least +1 BAB.

Improved Bull Rush, Improved Drag, Improved Overrun, Improved Sunder

Gone. Replaced with Powerful Maneuvers.

Powerful Maneuvers

New. You do not provoke an attack of opportunity when performing a bull rush, drag, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Point-Blank Shot

Gone. Precise Shot replaces it as a prerequisite for further archery feats.

Deadly Aim

Gone. Now simple a combat option for any class with at least +1 BAB.

Mobility

Gone. Merged with Dodge.

Dodge

Revised. You gain a +1 dodge bonus to your AC. This bonus increases to +4 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Two-Weapon Fighting

Gone. Merged with Greater Two-Weapon Fighting

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Cloak of resistance +1

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp