

Name: Jasper Steropes aka Knocks-Books-Down (Scalebreaker Kobold) PFS: #14034-54

Initiative: +2

CMB: +14 [No AoO from CM when flanking, if forgoing +2 bonus; if trained in that manoeuvre, gain a +4 instead]

AC: 23 (Touch 13, FF 21) [+2 (+2, +2) vs Rays] **CMD:** 27 (FF 25) [012 +1 vs Disarm and Sunder]

Fort: +11

Reflex: +8

Will: +7 [+2 Will vs Mind Affecting and Fear Effects] [005: +1 vs Fear and Confusion]

HP: 85

BAB: +9/+4 **Speed:** 20'

Performance Combat: -1

Languages: Cyclops, Polyglot, Taldane, Terran, Varisian

Per-scenario Abilities:

1 Reroll O

1 Inured of the Elements O Before rolling a saving throw against an effect with the acid, air, cold, earth, fire, electricity, or water descriptor, you can gain a bonus of +4.

1 Elemental Ray O Shoot a ray of elemental energy at a target within 30 feet as a spell-like ability. This is a touch attack that deals a number of points of acid, cold, electricity, or fire damage equal to 1d6 × half character level [4d6].

Per-day Abilities:

1 Crystalline Form Deflect Ray O Take no damage from a ray attack.

1 Treacherous Earth O

Transform a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain, centered on an area the oread touches. This lasts for a number of minutes equal to the oread's level [7].

3 Winged Boots OOO

Fly 5 minutes, move speed 60'

7 Martial Flexibility OOOOOO OO

Benefit from up to two combat feats for which one qualifies at a time; one may be prerequisite for other.

Limited Use Items and Boons:

20 Arrows: OOOOOO OOOOOO OOOOOO OOOOOO

Wand of Cat's Grace [8/8]: OOOOOO OOO [Carried by Tock-Tock]

Wand of Lesser Restoration [8/8]: OOOOOO OOO

Wand of Cure Moderate Wounds [8/8]: OOOOOO OOO

Wand of Cure Moderate Wounds [9/10]: OOOOOO OOOO [Carried by Tock-Tock]

Wand of Cure Light Wounds [46/50]: OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO O

Wand of Endure Elements [50/50]: OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO

Wand of Mage Armor [49/50]: OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOX

Wand of Shield [47/50]: OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOXXX [Carried by Tock-Tock]

Wand of Prestidigitation [47/50]: OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOXXX

OOO Ready for Disaster (001): Extra item on person.

O Steady in a Storm (001): Reduce effects of wind on range categories, by two, for one round.

O Bravery of the Song' (002): Reduce penalty from shaken or frightened condition by 1, until condition ends.

OOO Jungle Explorer (002): In a jungle or forest, +2 to survival check to avoid getting lost, or to produce food, water, or shelter.

OO Playful Pickpocket (002): Use Water Breathing as a spell-like ability.

O Bane of the Lizardfolk (003): +1 morale bonus to a melee attack, +2 vs lizardfolk.

OO Shathva's Aid (003): Use Shathva's skill instead of one's own.

O Insight Into the Dark Tapestry (005): One point of useful information about an aberration (as though having made a knowledge check).

OO Malika's Aid (007): For one skill check, as though trained (with minimum modifier of +5) in Heal, Knowledge (Geography), Knowledge (Nature), or Survival.

O Duskwarden's Favor (008): Ranger Favored Terrain Underground ability for rest of session.

OO Paranoid Observer (013): +2 to all perception and sense motive checks for the duration of one scenario.

OOO Advocate for Hao Jin (014) Check box to get +2 diplomacy and sense motive rest of adventure.

Skills:

Str: +5	Acrobatics: +1 [untrained]	Heal: +1 [untrained]	Profession [Merchant]: +11
Dex: -+2	Appraise: +2 [untrained]	Intimidate: -3 [untrained]	Ride: +1 [untrained]
Con: +2	Bluff: -3 [untrained]	Knowledge Dungeoneering: +3	Sense Motive: +1 [untrained]
Int: +2	Climb: +8	Knowledge Engineering: +6	Spellcraft: +6
Wis: +1	Craft [Any]: +4 [untrained]	Knowledge Local: +6	Stealth: +1 [untrained]
Cha: -3	Diplomacy: -3 [untrained]	Knowledge Nature: +6	Survival: +7
	Disguise: -3 [untrained]	Linguistics: +3	Swim: +4 [untrained]
	Escape Artist: +1 [untrained]	Perception: +13	Use Magic Device: +14
	Fly: +1 [untrained] [+4 when using boots of flying]		

Always on:

Darkvision

Spectacles of Understanding: Read all languages

Steady in a Storm (001): Treat as size category one larger in powerful winds.

Preservationist (012): Spells cast that may damage unattended objects only do so with intent.

Reaver of Reavers (012): Famous! Can almost always secure lodging, meals, and stables for free.

Master archivist (013): Spending 1+ hours in a library, +2 to one trained knowledge skills, +1 to all other trained knowledge skills.

Passive actions:

Passively use Crystalline Form Deflect Ray.

Passively use Inured to the Elements on a saving throw against elemental damage.

Immediate Action:**Free actions:**

Deliver touch spells through familiar (at caster level -2)

Swift actions:

Use Martial Flexibility to gain one combat feat. May have up to two martial flexibility feats at once.

Cast spells with target "you" on familiar; the spell functions at Caster Level -2.

OOO Fist of Elemental Accord (011): round 1 +1d6 cold damage w unarmed, round 2 +1d6 fire, round 3 +1d6 acid, round 4 +1d6 electricity.

OOOO Wavemaster (011): 30' swim speed and ability to use bludgeoning and slashing underwater without penalty 1 minute, alternately immediate action hold breath another 4 rounds.

Move actions:

Use Martial Flexibility twice to gain two combat feats. May have up to two martial flexibility feats at once.

Activate a style feat. May use two styles at once.

Standard:

Use Treacherous Earth.

UMD check

Activate Winged Boots

CMB: +14 [No AoO from CM when flanking, if forgoing +2 bonus; if trained in that manoeuvre, gain a +4 instead]

+1 Kukri Attack: +15 to hit (15-20/x2) | 1d4+6 Magic S +5 to confirm critical hits

+1 Kukri Power Attack: +14 to hit (15-20/x2) | 1d4+12 Magic S +5 to confirm critical hits

Jutte Attack: +14 to hit (19-20/x2) | 1d6+5 B +5 to confirm critical hits

Jutte Power Attack: +11 to hit (19-20/x2) | 1d4+11 B +5 to confirm critical hits

Longbow +11 to hit (20/x3) 100' range increment | 1d8 P +5 to confirm critical hits

Full Round:

+1 Kukri / +1 Kukri Attack: +13/+13/+8 to hit (15-20/x2) | 1d4+6/+3/+6 Magic S +5 to confirm criticals

+1 Kukri / +1 Kukri Power Attack: +10/+10/+5 to hit (15-20/x2) | 1d4+12/+9/+12 Magic S +5 to confirm criticals

Jutte / Jutte Attack: +12/+12/+7 to hit (19-20/x2) | 1d6+5/+2/+5 B +5 to confirm criticals

Jutte / Jutte Power Attack: +9/+9/+4 to hit (19-20/x2) | 1d6+11/+8/+11 B +5 to confirm criticals

Longbow +11/+6 to hit (20/x3) 100' range increment | 1d8 P +5 to confirm critical hits

Martial Flexibility [Shared with 8423089]:

- Blind Fight: Reroll miss chances for concealment [Core Rulebook]
- * Blinded Blade Style: No str/dex pan in dark, scent 10', +4 hearing and smell based perception [Blood of Shadows]
- Blinding Flash: Move action temporarily blind opponent. [Dragon Empires Primer]
- Bloody Assault: Trade melee attack (-5) bonus for bleed damage (1d4) [Advanced Player's guide]
- Bludgeoner: Do not suffer -4 penalty for non-lethal attacks with blunt weapon [Ultimate Combat]
- Catch Off-Guard: No penalties for improvised melee weapons. Unarmed opponents flat-footed against attacks from improvised melee weapons. [Core Rulebook]
- Cleave: Make an additional attack if the first one hits [Core Rulebook]
- * Great Cleave: Chain cleave attacks [Core Rulebook]
- Combat Reflexes: Make additional attacks of opportunity [Core Rulebook]
- * Stand Still: Stop enemies from moving past you [Core Rulebook]
- Death from Above: Gain +5 bonus on attack rolls when charging from higher ground or flying [Ultimate Combat]
- Death or Glory Gain +4 on attack, damage, and critical rolls vs. Large or larger opponents [Ultimate Combat]
- Dedicatad Adversary: Gain favored enemy 1 creature +2 att dmg etc [Dirty Tactics Toolbox]
- Deflect Arrows: Once per round deflect normal missile of which one is aware [Core Rulebook]
- * Snatch Arrows: and throw them back [Core Rulebook]
- Distance Thrower: Reduce ranged penalties for thrown weapons by 2 [Ultimate Combat]
- Dodge: +1 dodge bonus to AC [Core Rulebook]
- * Mobility: +4 AC against attacks of opportunity from movement [Core Rulebook]
- Double Slice: Full strength bonus with off-hand weapon [Core Rulebook]
- Exotic Weapon Proficiency [Core Rulebook]
- Footslasher: Standard action reduce enemy speed. [Campaign Setting: Rival Guide]
- Gang Up: You are considered to be flanking if at least two allies are threatening the opponent. [Advanced Player's Guide]
- * Team Up: When three are adjacent to opponent, move action aid another [Advanced Player's guide]
- Improved Bull Rush: +2 bonus on bull rush attempts, no attack of opportunity [Core Rulebook]
- * Greater Bull Rush: +2, Bull-rushed enemies provoke Attacks of Opportunity [Core Rulebook]
- * Rhino Charge: Ready a charge [Sargava the Lost Colony]
- Improved Dirty trick: +2 bonus on dirty trick attempts, no attack of opportunity [Advanced Players guide]
- * Quick Bull Rush: Bull rush in place of one melee attack [Ultimate Combat]
- * Greater Dirty trick: +2, Dirty Trick lasts 1d4 rounds [Advanced Players Guide]
- * Quick Dirty Trick: May perform a dirty trick in place of one of your melee attacks [Ultimate Combat]
- Improved Disarm: +2 bonus on disarm attempts, no attack of opportunity [Core Rulebook]
- * Greater Disarm: +2, Disarmed items knocked away from enemy [Core Rulebook]
- Improved Drag: +2 bonus on drag attempts, no attack of opportunity [Advanced Players guide]
- * Greater Drag: +2, Dragged foes provoke AoOs [Core Rulebook]
- * Quick Drag: Drag in place of one melee attack [Ultimate Combat]
- Improved Grapple: +2 bonus on grapple attempts, no attack of opportunity [Core Rulebook]
- * Body Shield: Immediate Action CMB vs Grappled Foe to gain cover against attacks while grappling, if same attack would have hit grappled foe it hits [Ultimate Combat]
- * Choke Hold: May pin grappled opponent one size category larger than you [Ultimate Combat]
- * Deadly Grappler: Attacks within grapple as if weapon one size category larger [Melee Tactics Toolbox]
- * Greater grapple: Maintain as move (allowing two checks in grapple) [Core Rulebook]
- Improved Initiative: +4 bonus on initiative checks [Core Rulebook]

- Improved Overrun: +2 bonus on overrun attempts, no attack of opportunity [Core Rulebook]
- * Charge Through: Make overrun as free action while charging [Advanced Player's Guide]
- * Elephant Stomp: Combine an attack with a successful overrun. [Sarvaga: The Lost Colony]
- * Greater Overrun: +2, Enemies you overrun provoke attacks of opportunity [Core Rulebook]
- Improved Reposition: +2 bonus on reposition attempts, no attack of opportunity [Advanced Players guide]
- * Greater Reposition: +2, Enemies you reposition provoke attacks of opportunity [Core Rulebook]
- * Quick Reposition: May perform a reposition in place of one of your melee attacks [Ultimate Combat]
- * Tactical Reposition: Can reposition into trap or hazard [Dungeoneer's Handbook]
- Improved Sunder: +2 bonus on sunder attempts, no attack of opportunity [Advanced Players guide]
- * Greater Sunder: Excess damage from sunder attempts transfers to your enemy (none if you leave item with 1 hit point left)
- Improved Trip: +2 bonus on trip attempts, no attack of opportunity. [Core Rulebook]
- * Felling Smash: Swift action to trip, after standard action attack with Power Attack [Ultimate Combat]
- * Greater Trip: +2, Enemies you trip provoke attacks of opportunity [Core Rulebook]
- Improved Unarmed Strike: You are skilled while fighting unarmed. [Core Rulebook]
- Lunge: Take a -2 penalty to your AC to attack with reach [Core Rulebook]
- Patient Strike: Full round ready, for a +2 bonus [Pathfinder Society Primer]
- Point Blank Shot: +1 attack and damage on targets within 30 feet [Core Rulebook]
- * Precise Shot: No penalty for shooting into melee [Core Rulebook]
- Rat Catcher Effective vs swarms [Heroes of the Streets]
- Second Chance: If miss with first attack in full round may forgo all others to reroll [Advanced Players Guide]
- Step Up: Take a 5-foot step as an immediate action [Core Rulebook]
- * Following Step: Move up to 10 feet as an immediate action [Advanced Player's Guide]
- Swift Aid: As a swift action, you can attempt the aid another action, granting your ally either a +1 bonus on his next attack roll or a +1 bonus to his AC. [Advanced Player's Guide]
- Throw Anything: No penalties for improvised ranged weapons [Core Rulebook]
- * Concentrated Splash Splash weapon does no splash damage but 50% more on direct hit [Ranged Tactics Toolbox]
- Uncivilized Tactics Prevent an opponent from using an arm or natural attack [Heroes of the Wild]
- * Improved Uncivilized Tactics: +2 bonus on uncivilized attempts, no attack of opportunity [Heroes of the Wild]
- Vital Strike Deal twice the normal damage on a single attack [Core Rulebook]
- Weapon Focus: +1 bonus on attack rolls with one weapon [Core Rulebook]

Martial Flexibility Teamwork Feats [shared with 8423089]:

- **Coordinated Defense:** Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to your Combat Maneuver Defense. This bonus increases to +4 if the creature attempting the maneuver is larger than both you and your ally. [Advanced Players Guide]
- **Coordinated Distraction:** When you and at least one ally with this feat threaten the same enemy, the enemy treats the DC to cast spells defensively as 2 higher for each threatening character with this feat. If you or your allies are incapable of taking an attack of opportunity against the target for any reason, the effects of this feat do not apply. [Player Companion: Demon Hunter's Handbook]
- **Coordinated Maneuvers:** Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple. [Advanced Players Guide]
- **Distracting Charge:** When your ally with this feat uses the charge action and hits, you gain a +2 bonus on your next attack roll against the target of that charge. This bonus must be used before your ally's next turn, or it is lost. [Advanced Class Guide]
- **Escape Route:** An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space. [Ultimate Combat]
- **Got Your Back:** Aid Another for AC also protects ally from being flanked or flat footed. [Melee Tactics Toolbox]
- **Intercept Charge:** When an opponent charges your ally with this feat, as an immediate action you can move up to your speed toward any square in the path of the charge. If you end your movement in the path of the charge, the opponent must stop when it becomes adjacent to you and then attack you instead of your ally. Your movement from using this feat counts toward your movement on your next turn. [Advanced Class Guide]
- **Lookout:** Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally -1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a fullround action) during the surprise round. [Advanced Players Guide]
- **Overwhelm:** You are considered to be flanking an opponent if at least one ally who also has this feat is threatening that opponent and the opponent is at least two size categories larger than the larger of you or your ally, regardless of your actual positioning. [Player Companion: Dragon Slayer's Handbook]
- *** Precise Strike:** Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit. [Advanced Players Guide]
- **Pack Attack:** When you are adjacent to an ally with this feat, the first time you melee attack an opponent, you can spend an immediate action to take a 5-foot step, even if you have otherwise moved this round. [Ultimate Combat]

Name: Tock Tock aka 8423089 aka Lays-Books-Neatly (Scalebreaker Kobold)

Initiative: +3 [generally acts on Jasper's initiative]

CMB: +9

AC: 18 (Touch 15, FF 15)

CMD: 20 (FF 17)

Fort: +8

Reflex: +6

Will: +3 [+4 to disbelieve illusions created by creatures of chaotic subtype or with chaotic descriptor]

Spell Resistance: 13

HP: 42 [Regeneration 2/Chaotic]

BAB: +9/+4 **Speed:** 20' Roll, 50' Fly (Average)

Languages: Aquan, Auran, Cyclops, Ignan, Terran, Truespeech **Performance Combat:** +4

Per-scenario Abilities:

Per-week Abilities:

1 Commune O Commune with Alseta or Agents as a spell-like ability, once per week, level 12, 6 questions

Per-day Abilities:

1 Add or Remove a Team member O May add or remove one person from her/his "Team" for the purpose of affinity, luck bonus, sharing spells, and delivering touch spells.

1 Electrical Burst O May release electrical energy in a 10' radius burst 3d6 (DC 13, reflex half), immediately becoming stunned for 24 hours following the burst.

Spells Caster level 2

3 Command OOO DC 13 Will

3 Make Whole OOO 2d6 construct healing

3 Protection from Chaos OOO +2 AC and Saves, other effects

Limited Use Items:

Skills:

Str: +0	Acrobatics: +3 [untrained]	Heal: +0 [untrained]	Perception: +5
Dex: +3	Appraise: +5 [untrained]	Intimidate: +2 [untrained]	Ride: +3 [untrained]
Con: +2	Bluff: +2 [untrained]	Knowledge Any: +9 [as if trained]	Sense Motive: +5
Int: +5	Climb: +3 [untrained]	Knowledge [Arcana]: +13	Stealth: +22
Wis: +0	Craft [Any]: +3 [untrained]	Knowledge [Engineering]: +13	Survival: +4
Cha: +2	Diplomacy: +10	Knowledge [Geography]: +13	Swim: +3 [untrained]
	Disguise: +2 [untrained]	Knowledge [History]: +13	Use Magic Device: +11
	Escape Artist: +3 [untrained]	Knowledge [Planes]: +18	
	Fly: +12	Linguistics: +6	

Always on:

Has up to three Team members, including master; has an empathic link with all Team members
Can add or remove one Team member each day
Darkvision, Low-light vision
Detect Chaos, constant
Has constant access to all combat feats of master, except those precluded by shape/form
Immune to Ability Damage, Ability Drain, Death and Necromancy Effects, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning
Spell Resistance 13
Can always sense the direction of the nearest non-Arbiter Inevitable, but cannot sense range

Non Actions:

Any Team member may cast spells with target "you" on familiar; the spell functions at Caster Level -2.

Immediate Action:**Free actions:**

Speak with its master or any member of its Team as if they were using a common language; other creatures do not understand the communication without magical help.

Swift actions:**Move actions:**

Detect Chaos

Standard:

Lucky Mascot: When using Aid Another to benefit a Team member's attack roll or AC, that Team member gains a +1 luck bonus to AC for one round

Deliver touch spells for any member of its Team; the spell functions at Caster Level -2

UMD check

CMB: +14

Melee/ranged touch: +15

+1 Kukri Attack: +15 to hit (15-20/x2) | 1d2+1 Magic S +4 to confirm criticals

+1 Kukri Power Attack: +12 to hit (15-20/x2) | 1d2+7 Magic S +4 to confirm criticals

Jutte: +14 to hit (20/x4) | 1d2 B +4 to confirm criticals

Jutte Power Attack: +11 to hit (20/x4) | 1d2+6 B +4 to confirm criticals

Full Round:

Flyby attack: Make one attack during a move

+1 Kukri/+1 Kukri Attack: +13/+13/+8 to hit (15-20/x2) | 1d2+1 Magic S +4 to confirm criticals

+1 Kukri/+1 Kukri Power Attack: +10/+10/+5 to hit (15-20/x2) | 1d2+7 Magic S +4 to confirm criticals

Jutte/Jutte Attack: +12/+12/+8 to hit (20/x4) | 1d2 B +4 to confirm criticals

Jutte/Jutte Power Attack: +9/+9/+4 to hit (20/x4) | 1d2+6 B +4 to confirm criticals