



## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Use Magic Device</b>	<b>+5</b>	CHA (1)	1	

## Feats

Armor Proficiency (Light)  
 Rogue Weapon Proficiencies  
 Simple Weapon Proficiency - All  
 Toughness  
 Two-Weapon Fighting  
 Weapon Finesse

## Traits

Iron Liver  
 Vagabond Child (urban, Sleight of Hand)

### +2 adamantine sickle

Main hand: **+10, 1d4+3** Crit: ×2  
 Main w/ offhand: **+6, 1d4+3** Light, S, Trip  
 Main w/ light off.: **+8, 1d4+3**  
 Offhand: **+8, 1d4+2**

### Light crossbow

Ranged: **+6, 1d6** Crit: 19-20/×2  
 Ranged, both hands: **+8, 1d6** Rng: 80'  
 2-hand, P

### Slam (Leshy, Gourd)

Main hand: **+3, 1d3** Crit: ×2  
 Main w/ offhand: **-1, 1d3** Light, B  
 Main w/ light off.: **+1, 1d3**  
 Offhand: **+1, 1d3**

### +2 elysian bronze leaf armor

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

## Gear

**Total Weight Carried: 15/97.5 lbs, Light Load**  
**(Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5 lbs)**

+2 adamantine sickle	1 lb
+2 adamantine sickle	1 lb
+2 elysian bronze leaf armor	5 lbs
Arrows x20	0.075 lbs
Artisan's outfit (Free) <In: Dropped to ground (3 @ 49.08	-
Artisan's tools, masterwork (Craft [traps]) <In: Backpack	5 lbs
Backpack (45 @ 43.5 lbs) <In: Dropped to ground (3	0.5 lbs
Bedroll <In: Backpack (45 @ 43.5 lbs)>	1.25 lbs
Belt pouch (1 @ 2 lbs)	0.125 lbs
Caltrops <In: Belt pouch (1 @ 2 lbs)>	2 lbs
Chalk x10 <In: Backpack (45 @ 43.5 lbs)>	-
Flint and steel <In: Backpack (45 @ 43.5 lbs)>	-
Grappling hook <In: Backpack (45 @ 43.5 lbs)>	4 lbs
Light crossbow	2 lbs
Mess kit <In: Backpack (45 @ 43.5 lbs)>	1 lb
Mirror <In: Backpack (45 @ 43.5 lbs)>	0.5 lbs
Money <In: Dropped to ground (3 @ 49.08 lbs)>	5.08 lbs

## Experience & Wealth

Experience Points: **34900/35000**  
 Current Cash: **254 gp**

## Gear

**Total Weight Carried: 15/97.5 lbs, Light Load**  
**(Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5 lbs)**

Piton x10 <In: Backpack (45 @ 43.5 lbs)>	0.5 lbs
Pot <In: Backpack (45 @ 43.5 lbs)>	4 lbs
Rope <In: Backpack (45 @ 43.5 lbs)>	10 lbs
Soap <In: Backpack (45 @ 43.5 lbs)>	0.5 lbs
Thieves' tools, masterwork	2 lbs
Torch x10 <In: Backpack (45 @ 43.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (45 @ 43.5 lbs)>	0.25 lbs
Waterskin <In: Backpack (45 @ 43.5 lbs)>	1 lb

## Special Abilities

+4 Stealth in plains, undergrowth (Ex)  
 +4 Survival to in Plains and Undergrowth (Ex)  
 Bleeding Attack +4 (Ex)  
 Darkvision (60 feet)  
 Elysian Bronze (DR 1/-)  
 Ensnare (DC 12) (Ex)  
 Evasion (Ex)  
 Fast Fingers (2/day) (Ex)  
 Keepsake (Su)  
 Leshy Change Shape (Su)  
 Low-Light Vision  
 Plantspeech (Ex)  
 Seed (Ex)  
 Sneak Attack +4d6  
 Trap Sense +1 (Ex)  
 Trapfinding +2  
 Uncanny Dodge (Ex)  
 Verdant Burst (Su)

## Spell-Like Abilities

Pass without Trace (Constant)  
 Speak with Plants (related species only, Constant)

## 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"/> <input type="checkbox"/> <input type="checkbox"/>
Fast Fingers (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Torch	<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"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Sylvan
Draconic	Treant
Druidic	

## Companions

### Owl

Owl (*Pathfinder RPG Bestiary* 132)

N Tiny animal

**Init** +3; **Senses** low-light vision; Perception +10

### Defense

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +5, **Will** +2

### Offense

**Speed** 10 ft., fly 40 ft. (average)

**Melee** 2 talons +5 (1d4-2)

**Space** 2 ft.; **Reach** 0 ft.

### Statistics

**Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6

**Base Atk** +0; **CMB** +1; **CMD** 9

**Feats** Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +3 (-5 to jump), Fly +7, Perception +10, Stealth +15; **Racial Modifiers** +4 Perception, +4 Stealth

## Background

Queen Palliari was lonely in her remote forest glen. Longing for someone to talk to and care for, she used her supernatural druidic abilities to instill life into her prize holloween gourd. The love between Paliari and her Leshy son, Jack, was unparalleled. Paliari spent twelve years teaching Jack the ways of the world. She was however never able to control his mischievousness. When Jack was five they moved to the city. Paliari found herself receiving frequent visits from her neighbors. They seemed to always be missing various shiny heirlooms from their home which always mysteriously ended up beneath Jack's pillow.

## Sourcebooks Used

- **Advanced Player's Guide** - Fast Fingers (special ability)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Vagabond Child (urban) (trait)
- **Adventurer's Armory** - Iron Liver (trait)
- **Adventurer's Armory / Inner Sea World Guide** - Leaf armor (armor)
- **Bestiary 3** - Leshy, Gourd (race)
- **Ultimate Equipment** - Mess kit (equipment)

## Jack – Abilities & Gear

### 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).

### Two-Weapon Fighting Feat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

**Normal:** If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

### Weapon Finesse Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** 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.

**Special:** Natural weapons are considered light weapons.

### Iron Liver Trait

Due to a lucky constitution or frequent exposure, your body is resistant to poison, including alcohol and drugs. You gain a +2 trait bonus on Fortitude saves against poison and drugs, and a +4 trait bonus on Fortitude saves to avoid the effects of alcohol.

**Appears In:** Adventurer's Armory

### Vagabond Child (urban, Sleight of Hand) Trait

You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment. Select one of the following skills: Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

**Appears In:** Advanced Player's Guide Traits, Taldor, Echoes of Glory, Ultimate Campaign

### +4 Stealth in plains, undergrowth (Ex) Racial Ability (Leshy, Gourd)

You gain a bonus to Stealth Checks under the listed conditions.

### +4 Survival to in Plains and Undergrowth Racial Ability (Leshy, Gourd)

You are particularly good at Survival in certain environments or circumstances.

### Darkvision (60 feet) Racial Ability, Senses (Leshy, G)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Elysian Bronze (DR 1/-) Material

First crafted in the deeps of time by the titans and bestowed as gifts to monster-slaying heroes among the lesser races, Elysian bronze retains the brazen coloration of its namesake but is as hard as steel. A weapon made of Elysian bronze adds a +1 bonus on weapon damage rolls against magical beasts and monstrous humanoids; this damage is multiplied on a critical hit. After a creature uses an Elysian bronze weapon to deal damage to a magical beast or monstrous humanoid, the wielder gains a +1 bonus on attack rolls against that specific creature type (for example, against chimeras, not all magical beasts) for the next 24 hours, or until the weapon deals damage to a different kind of magical beast or monstrous humanoid.

Armor made of Elysian bronze also protects its wearer against the natural weapons or unarmed strikes of magical beasts and monstrous humanoids, providing damage reduction as if it were adamantine (1/— for light armor, 2/— for medium armor, or 3/— for heavy armor). It does not provide this protection against creatures of other types. Elysian bronze has the same hit points and hardness as steel.

**Appears In:** Ultimate Equipment

### Ensnare (DC 12) (Ex) Racial Ability (Leshy, Gourd)

The seeds and slam attack of a gourd leshy entangle the target in vines for 2d4 rounds unless the target makes a DC 12 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a DC 12 Strength check as a full-round action. The save and burst DCs are Constitution-based.

### Immunity to Electricity Unknown

You are immune to electricity damage.

### Immunity to Mind-Affecting effects Unknown

You are immune to Mind-Affecting effects.

### Immunity to Paralysis Unknown

You are immune to paralysis.

### Immunity to Poison Unknown

You are immune to poison.

### Immunity to Polymorph Unknown

You are immune to Polymorph effects.

### Immunity to Sleep Unknown

You are immune to sleep effects.

### Immunity to Sonic Unknown

You are immune to sonic damage.

### Immunity to Stunning Unknown

You are immune to being stunned.

### Keepsake (Su) Racial Ability (Leshy, Gourd)

Gourd leshys can pop off the top of their heads and store a single Fine-sized object such as a dagger or potion inside. While within the leshy's head, the item is warded by *nondetection*. In addition, after 24 hours, the item within is cleaned and polished, and, if damaged, repaired as if by a *mending* spell. Both spell effects have a caster level equal to twice the leshy's Hit Dice (CL 2nd for most gourd leshys).

## Jack – Abilities & Gear

### **Leshy Change Shape (Su)**      **Racial Ability (Leshy)**

All leshys can transform into plants, with results similar to the *tree shape* spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

### **Low-Light Vision**      **Racial Ability, Senses**

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.

### **Plantspeech (Ex)**      **Racial Ability (Leshy)**

All leshys can speak with plants as if subject to a continual *speak with plants* spell, but only with species they're related to. Fungus leshys can communicate with molds and fungi as if they were plants.

### **Seed (Ex)**      **Racial Ability (Leshy, Gourd)**

A gourd leshy can hurl its seeds as a ranged attack. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target with the gourd leshy's ensnare ability. This attack has a 10-foot range increment.

### **Verdant Burst (Su)**      **Racial Ability (Leshy)**

When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.

### **Bleeding Attack +4 (Ex)**      **Class Ability (Rogue, Rogue (U))**

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

**Special:** This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

### **Evasion (Ex)**      **Class Ability (Rogue)**

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

### **Fast Fingers (2/day) (Ex)**      **Class Ability (Investigator, Rogue)**

Once per day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

**Appears In:** Advanced Player's Guide

### **Sneak Attack +4d6**      **Class Ability (Rogue)**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

### **Trap Sense +1 (Ex)**      **Class Ability (Rogue)**

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

### **Trapfinding +2**      **Class Ability (Rogue)**

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

### **Uncanny Dodge (Ex)**      **Class Ability (Rogue)**

You gain the ability to react to danger before her senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex 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.