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Character Name

Bard 3

CLASS

3 (2)

Character Level (CR)

5000 / 9000

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0		
DEX Dexterity	16	+3	16	+3		
CON Constitution	9	-1	9	-1		
INT Intelligence	14	+2	14	+2		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	15	+2	15	+2		

SAVING THROWS

FORTITUDE (constitution)	+0	=	+1	+	-1	+	+0	+	+0	+	+0	+	
REFLEX (dexterity)	+6	=	+3	+	+3	+	+0	+	+0	+	+0	+	
WILL (wisdom)	+3	=	+3	+	+0	+	+0	+	+0	+	+0	+	

Plague

Player Name

Elf (Dusk Elf) / Humanoid

RACE

36

AGE

Female

GENDER

Medium / 5 ft.

SIZE / FACE

None

EYES

6' 1" / 127 lbs.

HAIR

Chaotic Evil

Alignment

Darkvision (60 ft.),
Low-Light Vision

VISION

15

Points

HP
hit points

19

WOUNDS/CURRENT HP

AC
armor class

13

FLAT

10

TOUCH

13

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Prolane

0

MISC

0

INITIATIVE
modifier

+5

TOTAL

+3

DEX MODIFIER

+2

MISC MODIFIER

Encumbrance

Light

STR

DEX

CON

INT

WIS

CHA

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

SPEED

Walk 30 ft.

Conditional Save Modifiers:

+1 trait bonus on Fortitude and Will saves whenever you have fewer than half your maximum number of hit points.

+4 vs. Bardic Performance, sonic, and language-dependent effects

MELEE
attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED
attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+2

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB
attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+2

+

STAT

+0

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+2

TRIP

+2

DISARM

+2

SUNDER

+2

BULL RUSH

+2

OVERRRUN

+2

CMD

GRAPPLE

15

TRIP

15

DISARM

15

SUNDER

15

BULL RUSH

15

OVERRRUN

15

UNARMED
(nonlethal only)

TOTAL ATTACK BONUS

+2

DAMAGE

1d3

CRITICAL

20/x2

REACH

5 ft.

Skills

TOTAL SKILLPOINTS: 24

MAX RANKS: 3/3

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	8	=	3	+ 2 + 3
✓ Appraise	INT	2	=	2	
✓ Bluff	CHA	8	=	2	+ 3 + 3
✓ Bluff (Perform (Sing))	CHA	8	=	2	+ [3] + 3
✓ Climb	STR	0	=	0	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	2	=	2	
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	7	=	3	+ 1 + 3
✓ Fly	DEX	3	=	3	
✓ Heal	WIS	1	=	0	+ 1
✓ Intimidate	CHA	7	=	2	+ 2 + 3
✓ Knowledge (Untrained)	INT	3	=	2	+ 1
✓ Perception	WIS	7	=	0	+ 2 + 5
✓ Perform (Dance)	CHA	7	=	2	+ 2 + 3
✓ Perform (Sing)	CHA	8	=	2	+ 3 + 3
✓ Perform (Untrained)	CHA	2	=	2	
✓ Perform (Wind Instruments)	CHA	7	=	2	+ 2 + 3
✓ Ride	DEX	3	=	3	
✓ Sense Motive	WIS	0	=	0	
✓ Sense Motive (Perform (Sing))	CHA	8	=	2	+ [3] + 3
✓ Sleight of Hand	DEX	8	=	3	+ 2 + 3
✓ Spellcraft	INT	8	=	2	+ 3 + 3
✓ Stealth	DEX	9	=	3	+ 3 + 3
✓ Survival	WIS	0	=	0	
✓ Swim	STR	0	=	0	
		=		+	+
		=		+	+

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

Bardic Performance

Rounds per days ☐☐☐☐☐☐☐☐☐☐

You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 10 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. 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 the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time. [Paizo Inc. - Core Rulebook, p.35]

Countersong: You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your 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 noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components. [Paizo Inc. - Core Rulebook, p.36]

Distraction: You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous 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 your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components. [Paizo Inc. - Core Rulebook, p.36]

Fascinate: You can use your performance to cause up to 1 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 13) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to 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 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. [Paizo Inc. - Core Rulebook, p.37]

Inspire Competence: You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. 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. [Paizo Inc. - Core Rulebook, p.37]

Inspire Courage: You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your 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. 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. [Paizo Inc. - Core Rulebook, p.37]

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500
MONEY					
Total= 0 gp [Unspent Funds = 408.5 gp]					
MAGIC					
Languages					
Common, Draconic, Elven, Sylvan					
Other Companions					
Traits					
Pain Is Pleasure (Zon-Kuthon)			[Paizo Publishing Ultimate Campaign, p.64]		
You have discovered a hint of the dark truths that lay hidden within blood and flesh. You gain a +1 trait bonus on Fortitude and Will saves whenever you have fewer than half your maximum number of hit points.					
Reactionary			[Paizo Inc. - Advanced Player's Guide, p.328]		
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.					
Special Attacks					
Distraction (Su)			[Paizo Inc. - Core Rulebook, p.36]		
You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous 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 your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.					
Fascinate (Su)			[Paizo Inc. - Core Rulebook, p.37]		
You can use your performance to cause up to 1 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 13) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to 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 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.					
Special Qualities					
Arcane Focus (Ex)			[Paizo Inc. - Advanced Race Guide, p.22]		
Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption each is destined to be a powerful magic user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.					
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 +1 to all Knowledge checks and may make all Knowledge skill checks untrained.					
Bardic Performance			[Paizo Inc. - Core Rulebook, p.35]		
You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 10 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. 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 the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.					
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.

Countersong (Su) **[Paizo Inc. - Core Rulebook, p.36]**

You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your 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 noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Darkvision (Ex) **[Paizo Inc. - Advanced Race Guide, p.22]**

Though uncommon, some groups of elves are born with darkvision, rather than low-light vision. In many cases this is taken as a sign of a drow in the elf 's ancestry, and can lead to persecution within the elf 's home community. Elves with this racial trait gain darkvision with a range of 60 feet, but also gain sensitivity to light and are dazzled in areas of bright light or within the radius of a daylight spell.

Dreamspeaker (Ex) **[Paizo Inc. - Advanced Player's Guide, p.13]**

A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to saving throw DCs for spells of the divination school and sleep effects they cast. In addition, elves with a Charisma of 15 or higher may use dream once per day as a spell-like ability.

Dusk Elf **[Paizo Inc. - Advanced Race Guide, p.]**

Rather than being tied to the terrain around them, some elves are linked to the night itself. Though not tied to demon worship and evil as drow are, these elves are similarly attuned to the magical concepts of darkness and shadow. These elves have the arcane focus, darkvision, dreamspeaker, and silent hunter alternate racial traits.

Inspire Competence (Su) **[Paizo Inc. - Core Rulebook, p.37]**

You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. 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.

Inspire Courage (Su) **[Paizo Inc. - Core Rulebook, p.37]**

You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your 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. 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.

Keen Senses (Ex) **[Paizo Inc. - Core Rulebook, p.22]**

Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) **[Paizo Inc. - Bestiary]**

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Silent Hunter (Ex) **[Paizo Inc. - Advanced Player's Guide, p.13]**

Elves are renowned for their subtlety and skill. Elves with this racial trait reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this racial trait).

Versatile Performance (Sing) (Ex) **[Paizo Inc. - Core Rulebook, p.38]**

You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) **[Paizo Inc. - Core Rulebook, p.38]**

You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Feats

Deny the Reaper **[Paizo Publishing - Ultimate Campaign, p.68]**

[Not Implemented] The lives you could not save stay with you to your final breath.

You gain a +2 bonus on Heal checks. If you have 10 or more ranks in Heal, this bonus increases to +4. You can apply first aid as a move action and don't take a penalty when treating deadly wounds without a healing kit. Goal:Bring an ally back from the dead, including by using breath of life or reincarnate. Completion Benef it:You and each ally

within 10 feet of you gain a +2 bonus on saves against death effects. In addition, once per day you can spontaneously convert any 5th-level or higher conjuration (healing) spell into breath of life.

Escape Route **[Paizo Inc. - Ultimate Combat, p.100]**

You have trained to watch your allies' backs, covering them as they make tactical withdraws.

An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Proficiencies
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Hanbo, 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

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Dream	Illusion (Phantasm) [Mind-Affecting]	1 minute	See text	Unlimited	CR:p.274

[V, S] **TARGET:** One living creature touched; **EFFECT:** You, or a messenger you touch, send a message to others in the form of a dream. [SR:Yes]

* =Domain/Speciality Spell

Bard Spells

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

LEVEL 0 / Per Day:0 / Caster Level:3

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Haunted Fey Aspect	Illusion (Glamour)	1 standard action	3 rounds [D]	Personal	UC:p.230

[S] **TARGET:** You; **EFFECT:** You surround yourself with disturbing illusions.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lullaby	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration + 3 rounds [D]	Medium (130 ft.)	CR:p.305
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[V, S] **TARGET:** Living creatures within a 10-ft.-radius burst; **EFFECT:** Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect. [SR:Yes; DC:12, Will negates]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (30 ft.)	CR:p.306
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[V, S] **TARGET:** One nonmagical, unattended object weighing up to 5 lbs.; **EFFECT:** You point your finger at an object and can lift it and move it at will from a distance. [SR:No]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation, AirSchool [Language-Depend	1 standard action	30 minutes	Medium (130 ft.)	CR:p.313
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[V, S, F] **TARGET:** 3 creatures; **EFFECT:** You can whisper messages and receive whispered replies. [SR:No]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	30 minutes	Personal	CR:p.330
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[V, S, F] **TARGET:** You; **EFFECT:** You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sift	Divination	1 standard action	Instantaneous	30 ft.	APG:p.244
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[V, S] **TARGET:** one 10-ft. cube; **EFFECT:** See area as though examining it. [SR:No]

LEVEL 1 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chord of Shards	Evocation	1 standard action	Instantaneous	15 ft.	UM:p.211

[V, S] **TARGET:** Cone-shaped burst; **EFFECT:** Performance deals 2d6 piercing damage. [SR:No; DC:13, Reflex negates]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
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[V, S] **TARGET:** Creature touched; **EFFECT:** When laying your hand upon a living creature, you channel positive energy that cures 1d8+3 points of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Secret Doors	Divination	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	CR:p.268
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[V, S] **TARGET:** Cone-shaped emanation; **EFFECT:** You can detect secret doors, compartments, caches, and so forth. [SR:No]

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	3 minutes	Medium (130 ft.)	CR:p.344
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[V, S, M] **TARGET:** One or more living creatures within a 10-ft.-radius burst; **EFFECT:** A sleep spell causes a magical slumber to come upon 4 HD of creatures. [SR:Yes; DC:13, Will negates]

* =Domain/Speciality Spell

Innate

☐Dream

Fél

Elf (Dusk Elf)

RACE

36

AGE

Female

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Chaotic Evil

ALIGNMENT

Ambidextrous

DOMINANT HAND

6' 1"

HEIGHT

127 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Arrow Type: Ammunition. Resizable. Standard. Arrow. Individual Cost: 0.05 gp Wt: 0.15 lbs. Size: M Source: Paizo Inc. - Core Rulebook, p.145 Barding (Leather) Type: Armor. Light. ArmorProfLight. Standard. Nonmetal. Barding. Mount Proficient: Y Cost: 20 gp Wt: 15 lbs. Max Dex: 6 AC Check: 0 Armor Class Bonus: 2 Arcane Failure: 10 Size: M Source: Paizo Inc. - Core Rulebook, p.162 Dagger Type: Weapon. Resizable. Melee. Light. Finesseable. Ranged. Thrown. Simple. Standard. Piercing. Slashing. Dagger. Bladelight. Weapon Group Blades Light. Weapon Group Thrown. Weapon Group Melee Light Piercing Wield: Light Proficient: Y Cost: 2 gp Wt: 1 lbs. Size: M Damage: 1d4 Crit Range: 2 Crit Mult: x2 Range: 10 ft. Source: Paizo Inc. - Ultimate Equipment, p.26 Rapier Type: Weapon. Resizable. Melee. OneHanded. Martial. Finesseable. Standard. Piercing. Sword. Bladelight. MeleePiercing. Weapon Group Blades Light. InspiredOK. Weapon Group Melee OneHanded Piercing Wield: OneHanded Proficient: Y Cost: 20 gp Wt: 2 lbs. Size: M Damage: 1d6 Crit Range: 3 Crit Mult: x2 Range: 0 ft. Source: Paizo Inc. - Ultimate Equipment, p.34 Shortbow Type: Weapon. Resizable. Martial. Ranged. Standard. Piercing. Container. Projectile. Bow. Shortbow. Weapon Group Bows. InspiredOK Wield: TwoHandsOnly Proficient: Y Cost: 30 gp Wt: 2 lbs. Size: M Damage: 1d6 Crit Range: 1 Crit Mult: x3 Range: 60 ft. Container: Arrow Source: Paizo Inc. - Ultimate Equipment, p.36 Whip Type: Weapon. Resizable. Melee. OneHanded. Exotic. Reach. Finesseable. Slashing. Flail. Weapon Group Flails. PrehensileOK. Weapon Group Melee OneHanded Slashing Wield: OneHanded Proficient: Y Cost: 1 gp Wt: 2 lbs. Size: M Damage: 1d3 Crit Range: 1 Crit Mult: x2 Range: 0 ft. Properties: Bonus to disarm an enemy (pg. 144), Deals nonlethal damage (pg. 145), May be used to make trip attacks (pg.145) Source: Paizo Inc. - Ultimate Equipment, p.40