

## Thom Merrillin

Male middle-aged human bard 8

NG Medium humanoid

**Init** +2; **Senses** Perception +13

**Languages** Alklo, Common, Sylvan

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### DEFENSE

**AC** 22, touch 14, flat-footed 20 (+6 armor, +2 Dex, +2 deflection, +2 natural)

**hp** 66 (8 HD)

**Fort** +5, **Ref** +9, **Will** +9; +4 vs. bardic performance, language-dependent, and sonic

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### OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** +1 *keen rapier* +8 (1d6+2/15-20)

**Ranged** by weapon +8

**Special Attacks** bardic performance 21 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*)

**Bard Spells Known** (CL 8<sup>th</sup>; Concentration +11)

3<sup>rd</sup>-level (3/day) – *cure serious wounds*, *dispel magic*, *displacement*, *good hope*, *purging finale*<sup>APG</sup>, *reviving finale*<sup>APG</sup>

2<sup>nd</sup>-level (5/day) – *acute senses*<sup>UM</sup>, *cure moderate wounds*, *gallant inspiration*<sup>APG</sup>, *heroism*, *mirror image*, *see invisibility*, *silence*

1<sup>st</sup>-level (5/day) – *cure light wounds*, *feather fall*, *grease*, *moment of greatness*<sup>UC</sup>, *remove fear*, *saving finale*<sup>APG</sup>, *silent image*

0-level (at will) – *detect magic*, *mage hand*, *spark*<sup>APG</sup>

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### STATISTICS

**Abilities** Str 12 (+1), Dex 15 (+2), Con 14 (+2), Int 14 (+2), Wis 14 (+2), Cha 16 (+3)

**Base Atk** +6; **CMB** +7; **CMD** 21

**Feats** Butterfly's Sting, Combat Expertise, Leadership (base 11, cohort 13, followers 10), Lingering Performance<sup>B</sup>, Outflank

**Skills** Bluff +14, Diplomacy +14, Knowledge (arcana) +13, Knowledge (dungeoneering) +13, Knowledge (engineering) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (nature) +13, Knowledge (nobility) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +13, Perform (oratory) +14, Perform (string) +14, Sense Motive +14, Spellcraft +13, Stealth +9; **Armor Check Penalty** –4

**Gear** +1 *heavy steel shield*, +1 *keen rapier*, *amulet of natural armor* +2, *cloak of resistance* +1, Elven chain, *ring of protection* +2, tender (49gp)

**SQ** bardic knowledge +4, lore master 1/day, versatile performance (oratory, string)

**Encumbrance** light 43 lb., medium 86 lb., heavy 130 lb.; **Weight Carried** 38 lb. (excluding tender)



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## SPECIAL ABILITIES

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**Bardic Knowledge (Ex)** You add half your class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

**Bardic Performance:** You can use this ability for a number of rounds per day equal to 4 + your Charisma modifier. At each level after 1<sup>st</sup> you can use bardic performance for 2 additional rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered, as indicated by your level. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires you 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 the bard is 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. Each bardic performance has audible components, visual components, or both. If a bardic performance has audible components, the targets must be able to hear you for the performance to have any effect, and such performances are language dependent. You have a 20% chance to fail when attempting to use a bardic performance with an audible component while deaf. If you fail this check, the attempt still counts against your daily limit. Deaf creatures are immune to bardic performances with audible components. If a bardic performance has a visual component, the targets must have line of sight to you for the performance to have any effect. You have a 50% chance to fail when attempting to use a bardic performance with a visual component while blind. If you fail this check, the attempt still counts against your daily limit. Blind creatures are immune to bardic performances with visual components.

**Countersong (Su)** 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 of you (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 non-instantaneous 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.

**Dirge of Doom (Su)** You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

**Distraction (Su)** You can use your performance to counter magic effects that depend on sight. Each round of the distraction, you make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of you (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 non-instantaneous 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)** You can use your performance to cause one or more 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. For every three bard levels you have attained beyond 1<sup>st</sup>, you can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 +  $\frac{1}{2}$  your bard level + your Cha modifier) 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 the 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.
- Inspire Competence (Su)** 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. This bonus increases by +1 for every four bard levels you have attained beyond 3<sup>rd</sup> (+3 at 7<sup>th</sup>, +4 at 11<sup>th</sup>, +5 at 15<sup>th</sup>, and +6 at 19<sup>th</sup>). 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)** 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. At 5<sup>th</sup> level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17<sup>th</sup> 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.
- Lore Master (Ex)** You can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, once per day, you can take 20 on any Knowledge skill check as a standard action. You can use this ability one additional time per day for every six levels he possesses beyond 5<sup>th</sup>, to a maximum of three times per day at 17<sup>th</sup> level.
- Suggestion (Sp)** You can use your performance to make a *suggestion* (as per the spell) to a creature you have already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a *suggestion* does not count against your daily use of bardic performance. A Will saving throw (DC 10 +  $\frac{1}{2}$  your bard level + your Cha modifier) negates the effect. This ability affects only a single creature. *Suggestion* is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.
- Versatile Performance (Ex)** You can choose one type of Perform skill. You can use your bonus in that skill in place of your bonus in associated skills. When substituting in this way, you use your total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not you have ranks in that skill or if it is a class skill. At 6<sup>th</sup> level, and every 4 levels thereafter, you can select an additional type of Perform to substitute.
- Well-Versed (Ex)** You become 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.

## Perrin Aybara (cohort)

Male human fighter 6

NG Medium humanoid

**Init** +1; **Senses** Perception +7

**Languages** Common

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### DEFENSE

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**AC** 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

**hp** 66 (6 HD)

**Fort** +7, **Ref** +3, **Will** +5; +2 vs. fear

**Defensive Abilities** bravery +2

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### OFFENSE

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**Speed** 20 ft. (4 squares), 30 ft. unarmored

**Melee** +1 *tetsubo* +13/+8 (1d10+10/×4) or

+1 *tetsubo* +13/+6 (1d10+16/×4) with Power Attack, or

+1 *tetsubo* +13 (2d10+10/×4) with Vital Strike, or

+1 *tetsubo* +13 (2d10+16/×4) with Vital Strike and Power Attack

**Ranged** mwk composite longbow +8/+3 (1d8+4/×3)

**Special Attacks** weapon training (hammers +1)

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### STATISTICS

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**Abilities** Str 18 (+4), Dex 13 (+1), Con 14 (+2), Int 10 (+0), Wis 12 (+1), Cha 8 (–1)

**Base Atk** +6; **CMB** +10 (+13 with *tetsubo*); **CMD** 21 (24 with *tetsubo*)

**Feats** Exotic Weapon Proficiency (*tetsubo*)<sup>B</sup>, Furious Focus, Iron Will, Outflank, Power Attack<sup>B</sup> (–2 attack, +2/+4/+6 damage), Weapon Focus (*tetsubo*)<sup>B</sup>, Weapon Specialization (*tetsubo*)<sup>B</sup>, Vital Strike<sup>B</sup>

**Skills** Perception +7, Survival +10; **Armor Check Penalty** –4

**SQ** armor training 1

**Combat Gear** arrows (40), *potions of cure light wounds* (4); **Gear** +1 *full plate*, +1 *tetsubo*, masterwork composite longbow (+4 strength bonus)

**Encumbrance** light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 69 lb. 4 oz.

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### SPECIAL ABILITIES

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**Armor Training (Ex)** Whenever you are wearing armor, you reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 1 (included above). Additionally, you can move at your normal speed while wearing medium armor.

**Bravery (Ex)** You gain a +2 bonus to Will saves against fear.

**Weapon Training (Ex)** Whenever you attack with a hammer you gain a +1 bonus on attack and damage rolls. You also add this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to your Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

