

Ludovico Zanni (Level 5)

Male halfling Bard (Instrumentalist/Cacophist) 5

NG Small Humanoid (Halfling) **Age:** 61

**Init** +2; **Senses** Perception +8

**Defence**

**AC** 18 [20], **Touch** 13 [15], **Flat-Footed** 16 [ud]

(+2 Dex, +5 Armour, +1 Size, [+2 dodge])

**Fort** +4 = +1 +1 Con +1/+1 (luck/res) **hp** 35 + 1d8

**Ref** +\*8 = +4 +2 Dex +1/+1 (luck/res) 8, 8, 7, 7, ?

**Will** +5 = +4 -1 Wis +1/+1 (luck/res) (5d8 + 5)

**Special Defenses** +2 (racial) vs. fear effects; +2 dodge to AC for the duration of bardic performances, \*Evasion.

**Offence**

**Speed** 20 ft.; **Carrying Capacity** 20/40/60 lb.

**Melee** Mwk Rapier +7 (1d4 - 1, 18-20/x2)

**Ranged** Sling +6 (1d3 - 1)

**Special Attacks** Cacophonous Chord (3d6, DC 17 Fort halves)

**Statistics**

**Str** (-1) 8 = 11 -1 (age) -2 (race)

**Dex** (+2) 14 = 13 -1 (age) +2 (race)

**Con** (+1) 12 = 13 -1 (age)

**Int** (+3) 16 = 15 +1 (age)

**Wis** (-1) 8 = 9 +1 (age)

**Cha** (+5) 20 = 17 +1 (age) +2 (race)

**Base Attack** +3; **CMB** +1; **CMD** 13 [15]

**Languages** Common, Halfling, Goblin, Varisian, Hallitim, Androffan

**Religion** Brigh, Shelyn

**Origin** Ustalav (Karcau)

**Traits**

**Local Ties** +1 trait bonus on Knowledge [Engineering], and treated as if possessing the Technologist feat for it.

**Artisan** +2 trait bonus on Craft [Woodworking]

**Halfling Luck** +1 racial bonus on all saving throws.

**Fearless** +2 racial bonus on all saves vs. fear.

**Keen Senses** +2 racial bonus on Perception checks.

**Shadowplay** +1 CL on spells with the Darkness, Light, or Shadow descriptor.

**Creepy** No size penalty on intimidate vs. larger humanoids.

**Spells**

Concentration +10 (+12 during bardic performance)

+1 CL on spells with Darkness, Light or Shadow descriptor.

**2nd** (3/day) - Gallant Inspiration (V, +2d4, attack/skill, 35 ft.), Blistering Invective (DC 17), Glitterdust (150 ft., 10 ft. spread, DC 17)

**1st** (6/day) - Technomancy, Silent Image, Hideous Laughter (DC 16, 35 ft.), Saving Finale (reroll save, 35 ft.)

**Cantrips** (∞/day) - Detect Magic, Mending, Prestidigitation, Summon instrument, Ghost Sound, Dancing Lights

**Feats [3 + 1b]**

**1 Lingerin** **g Performance** bardic performances last for an additional 2 rounds.

**1b Spell Song** As swift action, use 1 round of bardic performance to hide spellcasting (Perception or Sense Motive vs. Perform). As Move action, use one round of bardic performance to maintain concentration. Maintained spell ends when performance ends.

**3 Skill Focus** Knowledge Engineering.

**5 Eldritch Heritage** Arcane, gain a familiar at CL-2.

**Skills [9 + favoured class/level]**

<i>Skill</i>	=	<i>mk</i>	<i>cs</i>	<i>abl</i>	<i>misc</i>
<b>Acrobatics</b>	+6 =	1	+3	+2	
<b>Appraise</b>	+11 =	3	+3	+3	+2 (cl)
<b>Bluff</b>	+10 =	2	+3	+5	
<b>Craft [Woodworking]*</b>	+17 =	5	+3	+5	+4 (tr/mwk)
<b>Diplomacy</b>	+12 =	4	+3	+5	
<b>Intimidate †</b>	+15 =	—	—	—	
<b>Knowledge (arc)</b>	+13 =	5	+3	+3	+2 (cl)
<b>Knowledge (eng) ‡</b>	+17 =	5	+3	+3	+6 (tr/ft/cl)
<b>Knowledge (loc)</b>	+10 =	2	+3	+3	+2 (cl)
<b>Knowledge (nob)</b>	+10 =	2	+3	+3	+2 (cl)
<b>Linguistics</b>	+9 =	1	+3	+3	+2 (cl)
<b>Perception</b>	+8 =	4	+3	-1	+2 (rc)
<b>Perform (String)</b>	+15 =	5	+3	+5	+2 (mwk)
<b>Sense Motive †</b>	+15 =	5	—	—	
<b>Spellcraft</b>	+11 =	5	+3	+3	
<b>Stealth</b>	+10 =	1	+3	+2	+4 (siz)
<b>Use Magic Device</b>	+13 =	5	+3	+5	

\*Use Cha instead of Int

†Modified by Versatile Performance

‡Use as if possessing the Technologist feat.

**Bard Abilities**

**Musical Artificer [Ex]** +2 to appraise, knowledge (arc, eng, loc, nob) and linguistics checks. Use Cha instead of Int on craft skills.

**Instrument Dependant [ex]** Use [S] components with an instrument in hand.

**Subtle Performance [ex]** Observers do not automatically recognize bardic performances as anything other than ordinary performance. If specifically looking for abnormal effects: DC 17 Sense Motive to notice the performances.

**Stalwart Musician [ex]** Do not provoke attacks of opportunity for using the "Perform" skill. While maintaining a bardic performance:

+2 dodge bonus to AC, +2 on Concentration checks, Evasion.

**Versatile Performance [Su]** Use bonus on Craft [Woodworking] for Intimidate and Sense Motive.

**Bardic performances [15 rounds/day]**

BP is started as a standard cation and maintained as a free action. It cannot be disturbed but ends immediately if the bard is prevented from taking a free action. A bard cannot have more than one BP in effect at one time. A deaf/blind bard has a 20%/50% chance to fail their performance.

All instrumentalist's bardic performances must be accompanied by an instrument, even if they soleley rely on visual components.

**Countersong [Su]** Each round make a Perform (keyboard, percussion, wind, string) check, any creature within 30 ft. affected by a sonic or language-dependent magical attack may use the perform result in place of their saving throw. Creatures already affected gain a new saving throw each round, but must use the bards result for the save. (Relies on audible components.)

**Fascinate [Su]** Creatures within 90 ft., able to hear, see, be seen, and capable of paying attention become fascinated. DC 17 Will negates and renders creature immune for 24 hours. (Enchantment [compulsion], mind-affecting, relies on audible and visible components.)

**Inspire Courage [Su]** Targets able to percieve the bard's performance receive a +2 competence bonus on attack and weapon damage rolls, and a +2 morale bonus on saves vs. charm and fear effects. (Mind-affecting, relies on audible or visible components.)

**Dissonant performance (DC 17)**

For the duration of the performance, invoke a dissonance as a standard action. May invoke a dissonance on starting the performance by spending an extra round of bardic performance.

**Cacophonous Chord [Sp]** Create a 10 ft. radius burst at close range (35 ft.), dealing 3d6 sonic damage (Fort half). This is an evocation (sonic) effect.

**Ruinous Crescendo [Sp]** Cast Shatter (35ft., ft. spread, Will (Object) / Fort half) as a SLA.

**Inventory**

	<i>cost</i>	<i>weight</i>
<b>On Person</b>		
+1 Darkleaf Lamellar Armour	1810 gp	12½ lb.
Mwk Rapier	20 gp	1 lb.
Sling + 10 bullets		2½ lb.
Mwk Violin + Case	100 gp	1 lb.
Mwk Artisan's tools	55 gp	2½ lb.
+1 Cloak of Resistance	1000 gp	½ lb
Wand of Cure Moderate Wounds [9 Charges]		
Wand of Grease [10 Charges]		
Symbol of Brigh		
White Keycard		

	<i>cost</i>	<i>weight</i>
<b>Backpack</b>		
Shaving kit	15 gp	½ lb.
Backpack + Bedroll	2 gp	3½ lb.
Waterskin		1 lb.
Flint and Steel	1 gp	
Ink, pen and Journal	10 gp	½ lb.
Mess Kit		½ lb.

Potion of Cure Moderate Wounds

2 Tubes of Tjaptjoi

Scroll of: Shield, Identify, Sound Burst

Flash Granade (DC 15 fort, blind 1d4r)

loun Tape + Zippo

Sprocket Sand

Purse: 2046.7; 4 silverdisks

**Inventory**

**Uiterlijk** Een bijzonder lange halfling met een hoog voorhoofd, fronzende borstelige wenkbrouwen, en diepe grijze ogen. Zijn halflange peper-en-zout haar hangt rommelig tot boven zijn schouders. Hij is goed geschoren, maar draagt zijn bakkenbaarden lang. Zijn blik is streng, en een beetje drijgend. Desondanks lacht hij vaak en graag, tenmensite, zolang hij op zijn gemak is.

**Uitrusting** Draagt doorgaans een net wit overhemd met, zorgvuldig geknoopte das, en gilet, onder een lange donkerblauwe jas. Zijn hoog-gehakte schoenen zijn goed gepoetst. Doorgaans heeft hij een vioolkoffer op zijn rug. Zijn lederen pantser, wanneer hij het draagt, is net te groot voor hem, en zijn helm drijgt over zijn ogen te zakken.

**Geur** Ludovico ruikt naar rozenwater, vers hout, en terpentijn.