

♫ Ludovico Zanni (Level 1)

Male halfling Bard (Instrumentalist/Cacophist) 1

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

Init +2; **Senses** Perception +5

9: Defence

AC 17 [19], **Touch** 13 [15], **Flat-Footed** 15

(+2 Dex, +4 Armour, +1 Size, [+2 dodge])

Fort +2 = +1 +1 luck **hp** 9

Ref +5 = +4 +1 luck 8

Will +2 = +1 +1 luck (1d8 + 1)

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

9: Offence

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

Melee Rapier +0 (1d4 – 1, 18–20/x2)

Ranged Sling +3 (1d3 – 1)

Special Attacks Cacophonous Chord (1d6, DC 14 Fort halves)

9: 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 (+4) 19 = 16 +1 (age) +2 (race)

Base Attack +0; **CMB** –2; **CMD** 10 [12]

Languages Common, Halfling, Varisian, Hallit, Goblin

Religion Brigh, Shelyn

Origin Ustalav (Karcau)

9: Traits

Local Ties +1 trait bonus on Knowledge [Engineering], and you are treated as if you possessed the Technologist feat for the purposes of resolving checks associated with that skill.

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. (Replaces weapon familiarity.)

Creepy No Size penalty on intimidate vs. larger humanoids (Replaces sure footed).

9: Spells

Concentration +5 (+2 after bardic performance)

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

1st (2/day) – Unseen Servant, Silent Image

Cantrips (∞/day) – Detect Magic, Mending, Prestidigitation, Summon instrument

9: Feats [1 + 1b]

1 **Extra performance** use bardic performance for 6 additional rounds/day.

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.

9: Skills [9 + favoured class/level]

<i>Skill</i>	=	<i>rnk</i>	<i>cs</i>	<i>abl</i>	<i>misc</i>
♪ Appraise	+8 =	1	+3	+3	+1 (class)
Bluff	+4 =			+4	
♪ Craft [Woodworking]*	+10 =	1	+3	+4	+2 (Trait)
♪ Diplomacy	+8 =	1	+3	+4	
♪ Intimidate	+8 =	1	+3	+4	
Knowledge (arc) †	+4 =			+3	+1 (class)
♪ Knowledge (eng) ‡	+8 =	1	+3	+3	+1 (class)
Knowledge (loc)	+4 =			+3	+1 (class)
♪ Knowledge (nob) †	+8 =	1	+3	+3	+1 (class)
Linguistics†	+4 =			+3	+1 (class)
♪ Perception	+5 =	1	+3	–1	+2 (race)
♪ Perform (String)	+8 =	1	+3	+4	
Sense Motive	+3 =	1	+3	–1	
♪ Use Magic Device	+8 =	1	+3	+4	

*Use Cha instead of Int

†May use untrained

‡Use as if possessing the Technologist feat.

9: Bard Abilities

Musical Artificer [Ex] Add ½ level (min. 1) to appraise, knowledge (arc), knowledge (eng), knowledge (loc), knowledge (nob) and linguistics checks, and may use these skills untrained. Use Cha instead of Int bonus on all craft skills related to making, using, repairing, or tuning musical instruments.

Instrument Dependant [ex] Can use spells with somatic components with a hand that is holding a (part of a) musical instrument. Must use instrument for bardic performances with audible components.

Subtle Performance [ex] Observers do not automatically recognize bardic performances as anything other than ordinary performance. Those specifically looking for abnormal effects must succeed at a DC 14 Sense Motive check to detect their performances.

Stalwart Musician [ex] Do not provoke attacks of opportunity for using the “Perform” skill. On spending a round of bardic performance, +2 dodge bonus to AC and +2 Concentration until the end of next turn.

9: Bardic performances [14 rounds/day]

Can be used 8 + 2xlevel + Cha rounds per day (incl. extra performance).

Starting a bardic performance is a standard action and maintained as a free action. It cannot be disturbed but ends immediately if the bard is killed, paralyzed, stunned, unconscious or otherwise prevented from taking a free action. A bard cannot have more than one bardic performance in effect at one time. A deaf bard has a 20% chance to fail an audible performance. A blind bard has a 50% chance to fail a visual performance.

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

Countersong [Su] Each round make a Perform (keyboard, percussion, wind, string) check, any creature within 30 ft. by a sonic or language-dependent magical attack may use the perform result in place of their saving throw. Any creature already under the affect of such an attack gains another saving throw against the effect each round it hears the countersong, but it must use the bard's result for the save. (Relies on audible components.)

Fascinate [Su] Creatures within 90 feet, able to hear, see, (and be seen by the bard), and capable of paying attention become fascinated. DC 14 Will negates and renders creature immune to the performance for 24 hours. Fascinate is an enchantment (compulsion), mind-affecting ability. (Relies on audible and visible components.)

Inspire Courage [Su] Targets able to percieve the bard's performance receive a +1 competence bonus on attack and weapon damage rolls, and a +1 morale bonus on saves vs. charm and fear effects. Inspire courage is a mind affecting ability. (Relies on audible or visible components.)

9: Dissonant performance

Dissonant performance is a type of bardic performance. For the duration of the performance, invoke a dissonance as a standard action. Alternatively, when starting the performance as a standard action, spend an additional round of bardic performance to immediately invoke a dissonance.

Dissonant performance and dissonants rely on audible components, but still affect deaf creatures. Only targets within the effect of a silence are immune.

Cacophonous Chord [Sp] As a standard action, spend 1 round of bardic performance to create a 10 ft. radius burst at close range (25 ft.), dealing 1d6 sonic damage (DC 14 Fort halves). This is an evocation (sonic) effect.

9: Inventory

On Person	cost	weight
Coins	22 gp	
Studded Leather Armor	25 gp	10 lbs.
Rapier	20 gp	1 lbs.
Sling + 10 bullets		2½ lbs.
Violin + Case	5 gp	1 lbs.
mwk Artisan's tools	5 gp	2½ lbs.
Backpack	cost	weight
Shaving kit	15 gp	½ lbs.
Backpack + Bedroll	2 gp	3½ lbs.
Waterskin		1 lbs.
Flint and Steel	1 gp	
Ink, pen and Journal	10 gp	½ lbs.