

♫ Ludovico Zanni (Level 1)

Male halfling Bard (Instrumentalist/Cacophist) 1

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

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

9: Defence

AC 16 [18], **Touch** 12 [14], **Flat-Footed** 14

(+2 Dex, +3 Armour, +1 Size, +2 dodge)

Fort +2 = +0 +1 Con +1 luck **hp** 9

Ref +5 = +2 +2 Dex +1 luck **8**

Will +2 = +2 -1 Wis +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 lb.

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, Goblin, Varisian, Hallitum

Religion Brigh, Shelyn

Origin Ustalav (Karcau)

9: 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. (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 +6 rounds/day bardic performance.

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>=</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.

Armour Check Penalty -1 (Studded Leather)

9: Bard Abilities

Musical Artificer [Ex] +1 to appraise, knowledge (arc, eng, loc, nob) and linguistics checks, and may use these skills untrained. Use Cha instead of Int on craft skills.

Intrument Dependant [ex] Can use spells with somatic components with a hand that is holding an instrument.

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. While maintaining a bardic performance, +2 dodge bonus to AC and +2 on Concentration checks.

9: Bardic performances [14 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/deaf bard has a 20%/50% chance to fail their 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. affected by a sonic or language-dependent magical attack may use the perform result in place of their saving throw. Creature already affected gain a new saving throw each round, but must use the bard's result for the save. (Relies on audible components.)

Fascinate [Su] Creatures within 90 ft., 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

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] 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	<i>cost</i>	<i>weight</i>
Studded Leather Armor	25 gp	10 lb.
Rapier	20 gp	1 lb.
Sling + 10 bullets		2½ lb.
Violin + Case	5 gp	1 lb.
Artisan's tools	5 gp	2½ lb.

Backpack	<i>cost</i>	<i>weight</i>
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.
Purse: 22 gp.		

9: 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 hooggehakte schoenen zijn goed gepoetst. Doorgaans draag heeft hij een vioolkoffer op zijn rug. Zijn lederen pantser, wanneer hij het draagt, is net te groot voor hem, en zijn helm drijft over zijn ogen te zakken.

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