



EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Amulet of Natural Armor +1</b>	Equipped	1	0 / 2,000
This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor bonus of from +1. Faint transmutation; CL 5th			
<b>Lionsclaw Ring</b>	Equipped	1	0 / 16,005
You gain the Pounce Special Attack (You may make a full attack at the end of a charge)			
<b>Ring of the Side Hustle</b>	Equipped	1	0 / 16,005
Grants the wearer an extra move action every turn			
<b>Gauntlets of the Talon</b>	Equipped	1	2 / 4,000
<b>Entertainer's Outfit</b>	Equipped	1	4 / 3
This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).			
<b>Cloak of Charisma +4</b>	Equipped	1	2 / 16,000
This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +4 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th			
<b>Slippers of Battle Dancing</b>	Equipped	1	1 / 33,750
TOTAL WEIGHT CARRIED/VALUE		5.48 lbs.	87,763gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Lift over head	300	Lift off ground	600
		Heavy	300
		Push / Drag	1500

MONEY	
Coin (Platinum): 24[Equipped]	
	Total= 240 gp

MAGIC
MAGIC ITEMS TO GET: Joyous Star Song - scroll grants a permanent extra use of bardic musc per day [5800] Nightstick - rand grants wielder an added 4 Turn Undead attempts [7500] Songblade - grants +1 uses of bardic music to the wielder [6400]  CUSTOM ITEMS TO SEEK Magic Item that grants Pounce Only being able to Pounce 1/round sucks. A magic item that grants pounce on a charge would be 16000 [2nd level psychic warrior, psionic lion's charge use activated] - not chump change, but probably doable pretty soon Reverse engineering the cost on Sonbglade, that +1 bardic music is 3680, half that if you consider this as a 'slotless' effect added to a weapon as an enhancement - a Ring of Music kind of thing would be doable Alternatively you couls argue that Nightstick grants 'extra turning' so a rod that granted 'extra bardic music' would be the same price. The feats that grant these are the same price with the same # of prerequisites, so the simple calculation is "they cost the same"

Languages
Common, Draconic, Elven, Undercommon

Other Companions
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Special Attacks
<b>Turn Undead</b> [ PH ] 12/day (turn level 7) (turn damage 2d6+16)

Special Qualities
<b>AC Bonus (Ex)</b> [ My ] A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the BattleDancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. BONUS +9, LEVEL = 1, STAT = 9
<b>Aura of Good (Ex)</b> [ PH ] The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level, just like the aura of a cleric of a good deity.
<b>Aura of Resolve (Su)</b> [ UA ] Immune to Compulsion effects. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against compulsion effects.
<b>Bardic Knowledge</b> [ PH ] A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier (+4) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM can determine the Difficulty Class of the check by referring to the table above.
<b>Bardic Music</b> [ PH ] Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). Bardic Music Times = 11

<b>Charging Smite (Ex)</b> [ PH2 ] Beginning at 5th level, if you smite evil on a charge attack, you deal an extra 2 points of damage per paladin level to any evil creature you hit (in addition to the normal bonus damage dealt by a smite). If the charge attack misses, the smite ability is not considered used. This is a supernatural ability. Replaces: If you select this class feature, you do not gain a special mount.
<b>Curse Breaker</b> [ CM ] At 6th level, you can produce a remove curse effect, as the spell, once per week. You can use this ability one additional time per week for every three levels beyond 6th (twice per week at 9th, three times at 12th, and so forth). Beginning at 12th level, you can spend two of your weekly uses to produce a break enchantment effect, as the spell. These are spell-like abilities.
<b>Darkvision (Ex)</b> [ PH ] Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.
<b>Deathless Type</b> [ MM ] Deathless do not eat/sleep/breathe. Deathless are Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ and death effects. Not subject to critical hits/ nonlethal damage/ ability drain. Unlike Undead, Deathless are susceptible to energy drain. Immune to damage to STR/DEX/CON as well as to fatigue and exhaustion effects. Negative energy can harms Deathless creatures. Immune to any effect that requires a Fortitude save other than energy drain (unless it works on objects or is harmless). Not at risk from death from massive damage (but destroyed when reduced to 0 hp). Not affected by Raise Dead and Reincarnate spells/abilities (but Resurrection and True Resurrection return the undead into their former living self).
<b>Detect Evil (Sp)</b> [ PH ] At will, a paladin can use detect evil, as the spell. 60' cone. 1st Round - Presence of evil, 2nd round - Number of Evil auras, and the power of the most potent, 3rd Round - Power and location of each aura, with direction but not location if out of line of sight.
<b>Divine Grace (Su)</b> [ PH ] At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.
<b>Divine Health (Ex)</b> [ PH ] At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).
<b>Dragonblood Subtype</b> [ RDr ] If a race possesses the dragonblood subtype, it has a strong affinity to dragons-which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons. The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.
<b>Fascinate (Sp)</b> [ PH ] A bard can use his music or poetics to cause 1 creature(s) to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round(s)). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.
<b>Fast Healing 3</b> [ MM ]
<b>Meager Fortitude</b> [ UA ] You are sickly and weak of stomach.
<b>Shaky</b> [ UA ] You are relatively poor at ranged combat.
<b>Holy Warrior</b> [ CC ] Replaces: To select this class feature, you must sacrifice your spellcasting ability. Benefit: You no longer gain spells as a paladin, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels. You can select any feat from the following list for which you meet the prerequisites: any divine feat (see page 53), Cleave, Extra SmitingCW, Extra Turning, Great Cleave, Improved SmitingCD, Mounted Combat, Mounted Archery, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, and Trample. This is an extraordinary ability. Special: A paladin who selects this path can no longer use scrolls, wands, or other magic items that require access

to a spell list, unless she has another spellcasting class that grants access to the appropriate spells.

**Human Racial Traits (Ex)** [ PH ]  
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

**Inspire Courage (Su)** [ PH ]  
A bard can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. to be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and a +1 bonus weapon damage rolls. Inspire courage is a mind-affecting ability.

**Lay on Hands (Su)** [ PH ]  
Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level \* her Charisma bonus. For example, a 7th-level paladin with a 16 Charisma (+3 bonus) can heal 21 points of damage per day. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

**Low-Light Vision (Ex)** [ PH ]  
You can see 2x 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.

**Saves** [ RDr ]  
Draconic creatures have a +4 racial bonus on saves against magic sleep effects and paralysis.

**Resist Control (Ex)** [ My ]  
+2 profane bonus on Will saves against Control Undead spell.

**Acrobatic Backstab** [ CS ]  
If you succeed on a Tumble check t move tthrough an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.

**Back on Your Feet** [ CS ]  
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.

**Smite Evil (Su)** [ PH ]  
Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. For example, a 13th-level paladin armed with a longsword would deal 1d8+13 points of damage, plus any additional bonuses for high Strength or magical affects that would normally apply. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3-12: The Paladin, to a maximum of five times per day at 20th level.

**Spellbreaker Song** [ CM ]  
You can use your music or poetics to interfere with spells that have verbal components. Doing this costs one daily use of your bardic music ability and requires a standard action to start. Enemy spellcasters within 30 feet of you take a 20% spell failure chance when casting any spell that has a verbal component (as if they were deafened). You can maintain your spellbreaker song for 3 rounds. This ability follows all the other appropriate rules for bardic music.

**Turn Resistance** [ MM ]

**Turn Undead (Su)** [ PH ]  
A paladin has the supernatural ability to turn undead. You may use this ability a number of times per day equal to 3 + her Charisma modifier. You turn undead as a cleric of three levels lower would. (PH p.159.)

**Unnatural Resilience (Ex)** [ My ]  
You automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on you.

**Weapon and Armor Proficiency** [ PH ]  
A bard is proficient with all simple weapons, Bards are proficient with light armor and shields (except tower shields). Because the somatic components required for bard spells are relatively simple, a bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.

**Weapon and Armor Proficiency** [ PH ]  
Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Feats

**Ascetic Knight** [My]  
You belong to a special order of religious monks that teaches its adherents that self-enlightenment and honorable service grow from the same well of purity. As a student of this philosophy, you have blended your training as a paladin and as a monk into one seamless whole.

Your paladin and monk levels stack for the purpose of determining your unarmed strike damage. For example, a human 3rd-level paladin/1st-level monk would deal 1d8 points of damage with her unarmed strike. Your paladin and monk levels also stack when determining the extra damage dealt by your smite evil ability. In addition, you can multiclass freely between the paladin and monk classes. You must still remain lawful good in order to retain your paladin abilities and take paladin levels, and you must remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.

**Devoted Performer** [My]  
You have foregone the pursuit of frivolous musical talents, instead entering religious training in service of honor and justice.

If you have levels in paladin and bard, those levels stack for the purpose of determining the bonus damage dealt by your smite evil ability and determining the number of times per day that you can use your bardic music. This feat does not allow additional daily uses of smite evil or bardic music abilities beyond what your class levels would normally allow. In addition, you can multiclass freely between the paladin and bard classes and may even gain additional bard levels regardless of your lawful alignment. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

**Divine Might** [CW]  
You can channel energy to increase the damage you deal in combat.

As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

**Dragonfire Channeling** [DM]  
You channel draconic fire through your holy symbol.

You can spend a turn or rebuke undead attempt or a turn or rebuke elementals attempt as a standard action to create a 15-foot cone of fire that deals 1d6 points of damage per 2 cleric levels (minimum 1d6 points). A successful Reflex save (DC 10 + 1/2 your cleric level + your Cha modifier) halves this damage. Half of this damage is fire, while the remainder is sacred damage (to which resistance or immunity to fire does not apply). If your effective cleric level for the purpose of turning or rebuking is higher than your actual cleric level (for instance, if you are a paladin), use that value instead. Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

**Power Attack** [PH]  
You can make exceptionally powerful melee attacks.

On your action, before making attack rolls for a round, you may choose to subtract up to 11 from all melee attack rolls and add the same number to all melee damage rolls.

**Snowflake Wardance** [Fr]  
Use bardic music skill and add +9 to attack roll with slashing weapon for 15 rounds. Must not wear medium armor, heavy armor, or carry a shield. Will be fatigued for 10 minutes.

By expending one of your daily uses of bardic music, you may perform a deadly style of combat known as the snowflake wardance. Activating a snowflake wardance is a free action, and once activated, you add your Charisma modifier to your attack rolls with any slashing melee weapon you wield in one hand. This bonus to hit stacks with any bonuses you get from a high Strength score (or Dexterity score, if you are using Weapon Finesse). You cannot use this feat if you are carrying a shield, wearing medium or heavy armor, or carrying a medium or heavy load. A snowflake wardance lasts for a number of rounds equal to your ranks in Perform (dance). Performing a snowflake wardance is physically tiresome - when the snowflake wardance ends, you become fatigued for the next 10 minutes.

**Superior Unarmed strike** [My]  
This is Superior Unarmed Strike that correctly interacts with the BattleDancer class.

**True Believer** [CD]  
Your deity rewards your unquestioning faith and dedication.

Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

**Improved Unarmed Strike** [Book of Vile Darkness, p.96]

You are skilled at fighting while unarmed.  
You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow,

Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace, Whip

Templates
Draconic Creature
Evolved Deathless
Necropolitan(Deathless)

Innate

Cone of Cold (DC:23)

At Will

Detect Evil

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<div><div></div><div>Cone of Cold</div></div>	Evocation [Cold, WujenWater, Cold Domain]	1 standard action	Instantaneous	60 ft.	PH:p.212
<div><div>[V, S, M/DF] TARGET:</div><div>Cone-shaped burst; <b>EFFECT:</b> Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level [maximum 15d6]. Arcane Material Component: A very small crystal or glass cone. [SR:Yes; DC:23, Reflex half]</div></div>					
<div><div>At Will</div><div>Detect Evil</div></div>	Divination	1 standard action	Concentration, up to 100 minutes [D]	60 ft.	PH:p.218
<div><div>[V, S, DF] TARGET:</div><div>Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two.  ----- Aura Power ----- Creature/Object   Faint   Moderate   Strong   Overwhelming Evil creature1 [HD]   10 or lower   11-25   26-50   51 or higher Undead [HD]   2 or lower   3-8   9-20   21 or higher Evil outsider [HD]   1 or lower   2-4   5-10   11 or higher Cleric of an evil deity 2 [class levels]   1   2-4   5-10   11 or higher Evil magic item or spell [caster level]   2nd or lower   3rd-8th   9th-20th   21st or higher 1 Except for undead and outsiders, which have their own entries on the table. 2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6x10 minutes Overwhelming   1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</div></div>					
* =Domain/Specialty Spell					
Bard Spells					

LEVEL	0	1	2	3	4	5	6
KNOWN	4	—	—	—	—	—	—
PER DAY	2	—	—	—	—	—	—

LEVEL 0 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
<div><div></div><div>Detect Magic</div></div>	Divination [Antimagic Domain, Divination]	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	PH:p.219
<div><div>[V, S] TARGET:</div><div>Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.  ----- Aura Power ----- Spell or Object   Faint   Moderate   Strong   Overwhelming Functioning spell [spell level]   3rd or lower   4th-6th   7th-9th   10th+ [deity-level] Magic item [caster level]   15th or lower   16th-11th   12th-20th   21st+ [artifact] Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6x10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]</div></div>					
<div><div></div><div>Mage Hand</div></div>	Transmutation [Earth Shugenja, MOD, Trar]	1 standard action	Concentration	Close (25 ft.)	PH:p.249
<div><div>[V, S] TARGET:</div><div>One nonmagical, unattended object weighing up to 5 lb.; <b>EFFECT:</b> You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]</div></div>					
<div><div></div><div>Minor Disguise</div></div>	Transmutation	1 standard action	1 hour	Personal	SC:p.142
<div><div>[V, S] TARGET:</div><div>You; <b>EFFECT:</b> You use magic to make minor, cosmetic changes in your appearance. The spell does not change the actual structure of either your features or body. It can add color to hair, paint wrinkles upon your face, give you a scar, or darken your teeth. This spell gives you a +2 competence bonus on the next Disguise check you make during its duration.</div></div>					
<div><div></div><div>Prestidigitation</div></div>	Universal	1 standard action	1 hour	10 ft.	PH:p.264
<div><div>[V, S] TARGET:</div><div>See text; <b>EFFECT:</b> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:19, See text]</div></div>					
* =Domain/Specialty Spell					



Toni Danza

Human

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

6' 6"

HEIGHT

225 lbs.

WEIGHT

Brown

EYE COLOUR

Pale

SKIN COLOUR

Brown, Short

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

Bahamut

DEITY

Deathless

Race Type

Race Sub Type



**Description:**

**Biography:**

Somewhere between Starlord and Wayne from Letterkenny

# Notes:

## Mechanics:

### CONCEPT/THEME:

Force of Personality

You're designed to do everything with charisma - therefore you do everything \*with style\*. You're the most charismatic NON-FACE build I can think of.

You're Attractive, Charismatic, and You PUNCH THINGS

Probably the toughest guy in Letterkenny

RACE/TEMPLATES: Human/Draconic/Evolved Deathless/  
Necropolitan(Deathless)

You're a friendly, intelligent sort of zombie.

You're more powerful than your peers.

In life you were a distant descendant of some kind of dragon.

### Human Racial Traits:

You once were human. You still mostly look like one.

Dragonblood Subtype:

Just means your great great grand-daddy had scales.

Haste:

Once a day you can cast the Haste spell. It's the best.

Fast Healing

Recover 3 HP per turn.

Resist Control

You are harder to command than other undead

Turn Resistance

You are resistant to others' Turn Undead

Unnatural Resilience

You heal naturally over time. Irrelevant because Fast Healing.

FLAWS:

Meager Fortitude:

Makes it harder to resist some attacks. Fortunately you're flat-out IMMUNE to most of them.

Shaky:

Penalty to ranged attacks. NBD for a boxer.

Darkvision:

You can see clearly (in black and white) out to 60' in nonmagical darkness.

Low-Light Vision:

See twice as far as normal humans in bad light. THIS can see color.

Undead Type:

No CON score, but a whole HOST of random immunities.

### CLASSES:

Bard 1 -

GO TEAM BARD, please don't try to seduce the dragon

Battle Dancer 1 -

Like Monk, but Prettier

Paladin Of Freedom 10 -

Paladins, but the cool kind who will share their weed.

CLASS FEATURES AND THEIR USES

Turn Undead:

You turn Undead like a level 7 Cleric. You get 13 attempts a day. Mostly you will spend these to power other effects that be activated by expending this resource.

Think of Turn Undead attempts as White Mana.

AC BONUS:

You get to add your Charisma and a small additional bonus to your Armor Class.

Aura Of Good:

Not usually super relevant. You radiate goodness. Kinda like our cats.

Aura Of Resolve:

You're immune to magical compulsions, and you make nearby allies resistant.

Bardic Knowledge:

You know lots of random things and can roll to see if you remember anything relevant to the current sitch.

Bardic Music:

You can use Bardic Music 11 times a day. Specific Bardic Music effects will be mentioned below, much like the ones that use Turn Undead.

Think of bardic music as Blue Mana.

Charging Smite:

If you Smite while charging, deal +20 damage (based on Paladin level). If you miss, your smite is not expended. This is what you get instead of magic horsie

Curse Breaker:

Curses are actually bigger problems for PCs than diseases - you get Remove Curse twice a week. Other paladins get Remove Disease. Feel Superior.

Detect Evil:

You can cast detect evil at will. This should NOT be used to identify targets and evil people, as an evil influence on a person will show up too. May cause migraines.

Divine Grace:

Add your charisma bonus to all saves.

Divine Health:

Immunity to diseases. Irrelevant because you're Undead.

Fascinate:

1 Creature is absorbed in your performance.

Holy Warrior:

Your paladin spellcasting was doing you no good. Trade it for combat feats.

Inspire Courage:

Gotta fix the "+0" in the output there. Spend bardic music to buff yourself and allies. But only a tiny bit.

Lay On Hands:

Your Charisma is doing you favors here. You have a reserve of 120 points of healing you can apply with at touch. This kind of healing magic hurts undead. Which is another thing you can do with it.

Smite Evil:

Add +11 to a damage roll against an evil target. Usable twice a day.

Spellbreaker Song:

Normal bards can spend music to counter some sound-based effects. Those effects are rare. YOU can impose a flat 1 in 5 chance that any spell a nearby enemy casts that requires words just fizzles.

Weapon and Armor Proficiency:

A list of the stuff you know how to use Mostly inferior to YOUR FISTS

### FEATS:

Ascetic Knight / Devoted Performer

Just makes multiclassing not suck. They make Paladin advance a few traits of Battle Dancer and Bard.

Divine Might:

For one Turn Attempt (white mana) you can add your Charisma Bonus to combat damage for a round.

Snowflake Wardance:

The thing that inspired this whole character. Spend bardic music for a charisma based combat buff. Only works when you're moving.

Martial Stance/Martial Study

You learned some super cool combat tricks - they will be described individually

Power Attack

You can reduce your hit chance to increase your damage

Travel Devotion  
1/Day move half your speed for free. Spend Turn Undead to do it again, and again.  
Improved Unarmed Strike  
Your hands are registered as deadly weapons in three states  
MANEUVERS:  
These can be used once per encounter. For now.

Pouncing Charge  
Make a charge attack, make a full attack at the end of it.  
Rabid Bear Strike  
Deal a whole bunch of extra damage on a single attack  
Sudden Leap  
Make a Jump Check to move as a Swift Action.  
STANCES:  
You can be in only one stance at a time, but you only have one so that restriction is meaningless.

Martial Spirit  
This is functionally always active. Every time you make a successful melee attack, you can heal 2 damage to yourself or a nearby ally.  
SKILL TRICKS:  
These are usable at will, unless specified  
Acrobatic Backstab  
Tumble through an enemy space, and you can catch them flat-footed  
Back On Your Feet  
If you are tripped, fall, are knocked down, or decide to take a nap during battle, you can safely get to your feet for free

SKILLS:  
If you need to make a skill check, you'll usually be asked to, and you'll look the value up on your sheet.  
Skills you might want to use ACTIVELY are below  
Perform (Dance, Sing)  
These are used with Bardic Music for your inspiration abilities, which you'll rarely use. Dance is used by Snowflake Wardance, but does not require a roll.  
Tumble  
You'll want to use this A LOT. It halves your movement speed, but if you succeed in your roll, enemies don't get to hit you as you pass. You can also roll this to move through a space blocked by an enemy.

## COMBAT TACTICS AND STRATEGY

### ROLES

Pretty as you are, you're fundamentally a Tank. Your job is to get out there in the thick of things and make yourself impossible for the enemy to ignore.  
You can function as a primary damage dealer for a short time. Even afterward, you still lay on enough hurt to be truly formidable.  
In a pinch, you're a decent healer.  
EARLY COMBAT:  
You're all about protecting your teammates. The most efficient method of doing that is to end a fight early.  
Round 1)  
COST: 1 Smite Evil, 1 Bardic Music, 1 Turn Undead, 1 Use of Pouncing Charge  
make a quick guess about what enemy is the biggest threat  
If you don't have a straight line of approach to them, or if they're more than 80' away, use the free movement from Travel Devotion to fix that. Make sure to be at least 10' away.  
Charge in like a Freight Train

Activate: Snowflake Wardance, Pouncing Charge, Smite Evil[if enemy appears to be evil], Charging Smite[if enemy appears to be Evil], Divine Might  
(None of these takes an action)  
At the end of your charge, you get to make a full attack (3 attacks), with +20 to hit (+10 for snowflake Wardance, +2 for Charging, net +8 for Slippers of Battledancing)  
Each attack will get a damage bonus of +28 (+10 for snowflake wardance, + 10 for Divine Might, net +8 for Slippers of Battledancing) plus another 22 if Smiting Evil for a total of +50  
Round 2)  
If there are multiple opponents, and the one you're near isn't \*too\* scary, charge an opponent at least 10' away  
If the next to you IS that scary:  
COST: 1 Smite Evil, 2 Turn Undead, 1 Rabid Bear Strike (Snowflake Wardance is still active)  
Spend a Turn Undead attempt to re-activate Travel Devotion to get a free move - move at least 10' away  
Charge Again, as above. You can't re-activate Pouncing Charge this encounter, so activate Rabid Bear Strike. Everything else should be the same as the first attack.  
You'll only get a single attack without the pounce, but Rabid Bear Strike adds a shitload of damage to that one attack.  
+20 to +28 damage, +28 damage, plus and added 10d6, 22 more if Smiting  
Round 3)  
If the opponent next to isn't \*too\* scary, charge an opponent at least 10' away.  
You get the same attack bonus as before, and a damage bonus of 28  
If the next to you IS that scary:  
COST: 1 Smite Evil, 2 Turn Undead (Snowflake Wardance is still active)  
Same as last time, only this time you don't have Pouncing Charge OR Rabid Bear Strike  
This is your last Smite Evil of the day if you've been smiting  
+20 to hit, +28 damage  
Round 4)  
If the enemy seem about done, just keep charging.  
Don't burn up all of your Turn Undead for Travel Devotion at this point.  
Just alternate between using a turn to move away and charging the next turn  
If the fight seems unsure at this point, take a turn to activate your daily Haste ability  
This gives you an additional move action every turn, so you can stop spending Turn Undead on Travel Devotion for a while. Just take a move action to get away, then CHARGE  
Round 5+)  
Wash, Rinse repeat  
If things go on to the point where Snowflake Wardance expires, Haste expires or your run out of Turn Undead for Divine Might, the party might consider RUNNING AWAY if everyone else's resources are as depleted as yours.