

Toki Wartooth

Character Name

Player Name

None

Deity

Custom Campaign

Region

Chaotic Good

Alignment

Bard (Standard) 9, Lasher 3

Human / Fey

Medium / 5 ft.

6' 0" / 210 lbs.

Darkvision (60 ft.), Low-Light Vision

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION

12/14 (13)

91000 / 105000

0

Male

Grey

Brown, Long

Points

Character Level/ECL (CR)

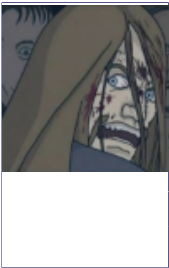
EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR



ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

DEX

Dexterity

22

+6

22

+6

CON

Constitution

16

+3

16

+3

INT

Intelligence

18

+4

18

+4

WIS

Wisdom

16

+3

16

+3

CHA

Charisma

29

+9

33

+11

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+4

=

+4

+

+3

+

+0

+

-3

+

+0

+

REFLEX

(dexterity)

+15

=

+9

+

+6

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+7

+

+3

+

+0

+

+0

+

+0

+

HP

hit points

121

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

15/cold iron

SPEED

Walk 40 ft., Fly 60 ft.(Average)

AC

armor class

30

:

24

:

28

=

10

+

2

+

0

+

6

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

12

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+6

=

+6

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

0

ARCANE Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

Conditional Save Modifiers:
+1 bonus on saving throws against paralysis and sleep effects

MELEE

attack bonus

+12/+7

=

+9/+4

+

+3

+

+0

+

+0

+

0

+

RANGED

attack bonus

+13/+8

=

+9/+4

+

+6

+

+0

+

-2

+

0

+

GRAPPLE

attack bonus

+12/+7

=

+9/+4

+

+3

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+12/+7	1d8+3	20/x2	5 ft.

Special Properties:

*Whip-dagger (Glassteel)	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	S	M	19-20/x2	15 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+14	1d6+3	2W-P-(OH)	+10	1d6+3
1H-O	+14	1d6+1	2W-P-(OL)	+12	1d6+3
2H	+14	1d6+4	2W-OH	+10	1d6+1

Special Properties: A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Other than damage values and the fact that Whip-daggers deal real damage rather than subdual (and thus are not prevented from dealing damage by armor and natural armor as whips are) they are treated identically to whips., 40hp/inch and 20 hardness

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To Hit	Dam	To Hit	Dam		
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*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor +2		+2	+0	0	
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th					

TOTAL SKILLPOINTS: 153			SKILLS		MAX RANKS: 15/7.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise	INT	4	=	4		
✓	Balance	DEX	8	=	6	+ 2	
✓	Bluff	CHA	23	=	11 + 12		
✓	Climb	STR	3	=	3		
✓	Concentration	CON	18	=	3 + 15		
✓	Craft (Untrained)	INT	4	=	4		
✓	Diplomacy	CHA	11	=	11		
✓	Disguise	CHA	11	=	11		
✓	Disguise (Act in character)	CHA	13	=	11	+ 2	
✓	Escape Artist	DEX	21	=	6 + 15		
✓	Forgery	INT	4	=	4		
✓	Gather Information	CHA	11	=	11		
✓	Heal	WIS	3	=	3		
✓	Hide	DEX	6	=	6		
✓	Intimidate	CHA	13	=	11	+ 2	
✓	Jump	STR	9	=	3	+ 6	
	Knowledge (Arcana)	INT	16	=	4 + 10	+ 2	
✓	Knowledge (Untrained)	INT	4	=	4		
✓	Listen	WIS	4	=	3	+ 1	
✓	Move Silently	DEX	6	=	6		
	Perform (Dance)	CHA	26	=	11 + 15		
	Perform (Sing)	CHA	26	=	11 + 15		
✓	Ride	DEX	6	=	6		
✓	Search	INT	5	=	4	+ 1	
✓	Sense Motive	WIS	15	=	3 + 12		
	Sleight of Hand	DEX	20	=	6 + 12	+ 2	
	Spellcraft	INT	20	=	4 + 12	+ 4	
✓	Spot	WIS	4	=	3	+ 1	
✓	Survival	WIS	3	=	3		
✓	Swim	STR	3	=	3		
	Tumble	DEX	23	=	6 + 12	+ 5	
✓	Use Rope	DEX	8	=	6 + 2		
✓	Use Rope (Bind someone)	DEX	10	=	6 + 2	+ 2	
				=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Bardic Music

Uses per day

*Whip-dagger (Glassteel)			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	S	M	19-20/x2	15 ft.
	To Hit	Dam			To Hit		
1H-P	+14/+9	1d6+3	2W-P-(OH)			+10/+5	1d6+3
1H-O	+14/+9	1d6+1	2W-P-(OL)			+12/+7	1d6+3
2H	+14/+9	1d6+4	2W-OH			+10	1d6+1

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EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Badge of Valor	Equipped	1	0 / 1,200
When you activate a badge of valor, you and all allies within 60 feet gain a +2 bonus on the next save you or they make against a charm or fear effect before the start of your next turn. If you have the bardic music ability to inspire courage, you can activate a badge of valor to increase the bonus granted by that ability by 1 for the duration of its effect. A badge of valor functions 3/day.			
Panther mask	Equipped	1	0 / 2,700
(7th) Run; +5-ft. bonus to speed in light or no armor			
Bracers of Armor +2	Equipped	1	1 / 4,000
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +2, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th			
Whip-dagger (Glassteel)	Equipped	1	1.5 / 325
A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Other than damage values and the fact that Whip-daggers deal real damage rather than subdual (and thus are not prevented from dealing damage by armor and natural armor as whips are) they are treated identically to whips., 40hp/inch and 20 hardness			
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Belt, Battle Dancer's	Equipped	1	1 / 13,000
When wrapped around a character's waist, this belt confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th			
Cloak of Charisma +4	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			
Slippers of Battle Dancing	Equipped	1	1 / 33,750
Amulet (Hustle/Psychic	Carried	1	0 / 16,000
Warrior/4th)			
TOTAL WEIGHT CARRIED/VALUE		12 lbs.	87,950gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY	
Coin (Gold): 50[Equipped]	
Total= 50 gp	
MAGIC	
Languages	
Common, Draconic, Undercommon, Yip-yak, Yuan-Ti	

Other Companions	
Special Abilities	
You may roll Spellcraft and Knowledge (Arcana) untrained.	

Special Attacks	
Close Combat	[My]
You may attack with a whip while threatended without provoking an attack of opportunity.	
Crack of Fate	[My]
When using a whip/whip dagger in a full attack, you may make an extra attack with it at your highest attack bonus, but all attacks this turn are at -2.	
Improved Trip	[My]
You gain the benefits of the Improved Trip feat when using a whip or whip-dagger.	
Multiweapon Fighting (Ex)	[My]
You gain the Two-Weapon Fighting feat.	
Whip Lash	[My]
You now threaten squares within your natural reach with your whip.	
Whip Sneak Attack +1d6	[My]
You may sneak attack with a whip, or whip dagger. You may choose to cause sidual damage if not using a whip.	
Wound	[My]

You may choose to deal real or subdual damage with a whip(not whip dagger), and damage creatures with +1 Armor bonus or +3 Natural Armor when doing real damage.

Special Qualities	
AC Bonus (Ex)	[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 +12, LEVEL = 5, STAT = 11	
Bardic Knack (Ex)	[PH2]
When making any skill check, you can use 1/2 your bard level (rounded up) in place of the number of ranks you have in the skill (even if that number is 0). For example, a 5th-level bard would have the equivalent of 3 ranks in Appraise, Balance, Bluff, and so on (but only for the purpose of making skill checks). You can't take 10 on checks when you use bardic knack (to take 10 you have to use your actual ranks). If the skill doesn't allow untrained checks, you must have at least 1 actual rank to attempt the check. Replaces: If you select this class feature, you do not gain bardic knowledge.	
Bardic Music	[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 = 9	
Darkvision Vision (Ex)	[My]
You gain Darkvision 60'.	
Dragonblood Subtype	[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.	
Fascinate (Sp)	[PH]
A bard can use his music or poetics to cause 3 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 9 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.	
Fey Type	[MM]
Fey eat/sleep/breathe	
Meager Fortitude	[UA]
You are sickly and weak of stomach.	
Shaky	[UA]
You are relatively poor at ranged combat.	
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 Competence (Su)	[PH]
A bard can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible-chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.	
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 +4 morale bonus on saving throws against charm and fear effects and a +4 morale	

bonus on attack rolls and a +4 bonus weapon damage rolls. Inspire courage is a mind-affecting ability.

Inspire Greatness (Su) [PH]
A bard can use music or poetics to inspire greatness in himself or a willing ally within 30 feet, granting him or her extra fighting capability. He can target 1 ally/allies with a single use of this ability. To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as sleep. Inspire greatness is a mind-affecting ability.

Iron Vulnerability (Ex) [My]
Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)

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.

Mothlike (Ex) [My]
Your wings resemble a mot or butterfly.

Group Fake-Out [CS]
You can use Bluff to feint in combat (PH 68) against more than one opponent. Make on Bluff check opposed by separate Sense Motive checks for each opponent. For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.

Easy Escape [CS]
If your opponent is larger than Medium, you gain a circumstance bonus on your Escape Artist check to escape a grapple or pin. The size of the bonus depends on your opponents size, as follows. Opponent size Large +4, Huge +8. Gargantuan +12, Colossal +16.

Swift Concentration [CS]
You can maintain concentration on a spell or similar effect as a swift action.

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.

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.

Suggestion (Sp) [PH]
A bard can make a suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a suggestion doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 25) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Third Hand [My]
Use your whip to perf orm actions. Make an attack roll aggainst a relevant DC. Whip daggers automatically damage wrapped objects. Usually a stanard action, or move equivalent. Wrap an unattended object under 20lb and place it on your hand -- move equivalent action at DC 20. Place a wrapped object in yourh hand -- move, no roll. Punch a button, move a coin 15' along th ground, snuff a candle -- move equivalent DC 15. Wrap a pole, spike etc. - DC 22/move. Wrapping somethig to aid in a climb reduces the climb DC by 5. When the victim of a fall, you can forgo your reflex save to wrap an object. You can wrap a creature by rolling it's Touch AC. Willing creatures do not add their Dexterity bonus. The wrapped creature must make a DC 20 STR check or you both continue falling. Unwrapping is a free action.

Vernal Touch (Su) [My]
At will, spend a standard action and touch a creature. You remove all dazed, nauseated, fatigued, and exhausted conditions from the target. For indead, this touch attack functions as Turn Undead used by a cleric two levels higher than your total level, affecting only the touched undead.

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.

You can channel the power of your draconic ancestry into the attacks of your allies.

When you use your bardic music to inspire courage, you can choose to imbue your allies with dragonfire. This choice is made when first activating the ability, and the choice applies to all allies affected. Each ally so inspired loses the standard morale bonus on weapon attack rolls and damage rolls. Instead, he deals an extra 1d6 points of fire damage with his weapons for every point of morale bonus that your inspire courage ability would normally add to the attack roll. For example, an 8th-level bard using this ability would add 2d6 points of fire damage to his allies' attacks. 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.

Dragontouched [DM]
You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.

You gain the dragonblood subtype. You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects. In addition, you can select draconic feats as if you were a sorcerer of your character level.

Jack Of All Trades [CAD]
You have picked up a smattering of even the most obscure skills.

You can use any skill as if you had 1/2 rank in that skill. This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge). If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect. Normal: Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Sleight of Hand, Speak Language, Spellcraft, Tumble, and Use Magic Device) unless you have ranks in the skill.

Knock-Down [My]
Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

Multidexterity [MM2]
The creature ignores all penalties for using an off hand.

Snowflake Wardance [Fr]
Use bardic music skill and add +11 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.

Weapon Focus (Whip) [PH]
You are especially good at using this specified weapon.
You gain a +1 bonus on all attack rolls you make using the selected weapon.

Words of Creation [BE]
You have learned a few of the words that were spoken to create the world.

You can use the Words of Creation to enhance bardic music, to help cast good spells and create good magic items, and to enhance the process of creation (see Words of Creation in Chapter 2). Normal: A nonevil creature that tries to utter the Words of Creation without learning them properly is affected as by a feeblemind spell, while an evil character is struck dead. Fortunately, it is impossible to make someone speak the Words of Creation against his will, because their pronunciation is so exacting.

Multiweapon Fighting (Granted) [UR]
Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands. Normal: A creature without this feat takes a -6 penalty on attacks made with its primary hand and a -10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting, page 160 of the Player's Handbook.

Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword (Short), Unarmed Strike, Whip

Templates
Magic Blooded (Spark)
Obah-Blessed (Two Extra Arms)
Unseelie Fey

Feats
Dragonfire Inspiration

Innate

- ☐Detect Magic
- ☐Nystul's Magic Aura
(DC:10)
- ☐Read Magic

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Detect Magic	Divination [Antimagic Domain, Divination 1]	standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; EFFECT: 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] 5th or lower 6th-11th 12th-20th 21st+ [artifact] Lingerin 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]					
<input type="checkbox"/> Nystul's Magic Aura	Illusion (Glamer)	1 standard action	12 days [D]	Touch	PH:p.257
[V, S, F] TARGET: One touched object weighing up to 60 lbs; EFFECT: You alter an item's aura so that it registers to detect spells [and spells with similar capabilities] as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful [if it is an artifact, for instance], magic aura doesn't work. Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura. Focus: A small square of silk that must be passed over the object that receives the aura. [SR:No; DC:10, None; see text]					
<input type="checkbox"/> Read Magic	Divination	1 standard action	120 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; EFFECT: By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]					
* =Domain/Speciality Spell					

Bard Spells

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

LEVEL 0 / Per Day:3 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (45 ft.)	PH:p.217
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. Material Component: A pinch of wool or similar substance. [SR:Yes; DC:21, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination [Antimagic Domain, Divination 1]	standard action	Concentration, up to 9 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; EFFECT: 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] 5th or lower 6th-11th 12th-20th 21st+ [artifact] Lingerin 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation [Earth Shugenja, .MOD, Tra1]	standard action	Concentration	Close (45 ft.)	PH:p.249
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S] TARGET: See text; EFFECT: 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:21, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	90 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; EFFECT: By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Instrument	Conjuration (Summoning)	1 round	9 minutes [D]	0 ft.	PH:p.285
[V, S] TARGET: One summoned handheld musical instrument; EFFECT: This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet [your choice]. The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. [SR:No]					

LEVEL 1 / Per Day:6 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comprehend Languages	Divination	1 standard action	90 minutes	Personal	PH:p.212
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell. Arcane Material Component: A pinch of soot and a few grains of salt. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Inspirational Boost	Enchantment (Compulsion) [Mind-Affecting]	1 swift action	1 round or special; see text	Personal	SC:p.124
[V,S] TARGET: You; EFFECT: While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Master's Touch (SC)	Divination	1 swift action	1 minute/level [D]	Personal	SC:p.139a
[V,F] TARGET: You; EFFECT: You gain proficiency with a single weapon or shield you hold in your hands when the spell is cast. The lack of a somatic component means the spell can be cast in the middle of a fight while you keep ready whatever items stand between you and danger. Proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies. For example, if you hold a short sword and a rapier, with a buckler strapped to your off hand, you could cast the spell three times, once for each weapon and once for the shield. This spell does not grant proficiency for a kind or category of item [such as short swords] but only for the one specific item held in your hand at the time the spell is cast [this short sword]. Should you set that item down or otherwise lose your grip on it, the proficiency does not transfer to a different item of the same kind you might pick up. However, if you recover the original item before the spell's effect runs out, you are still proficient with that specific weapon or shield for the duration. Focus: The item in whose use you wish to be proficient.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Scholar's Touch	Divination	Standard Action	Concentration, up to 9 rounds	Personal	RD:p.167
[V,S,M,F] TARGET: One book/round; EFFECT: Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language. [SR:No]					

LEVEL 2 / Per Day:6 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bladeweave	Illusion [Pattern]	1 swift action	1 round/level [D]	Personal	SC:p.31
[V] TARGET: You; EFFECT: Once per round, choose one target that you successfully attacked with a melee weapon. That creature must succeed on a Will save or be dazed for 1 round. Spell resistance applies to this effect. [SR:See text; DC:23, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blur	Illusion (Glamer)	1 standard action	9 minutes [D]	Touch	PH:p.206
[V] TARGET: Creature touched; EFFECT: The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment [20% miss chance]. A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect [though fighting an unseen opponent carries penalties of its own]. [SR:Yes (harmless); DC:23, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sonic Weapon	Transmutation [Sonic]	1 standard action	1 minute/level [D]	Touch	SC:p.195
[V] TARGET: Weapon touched; EFFECT: Do an extra 1d6 Sonic damage with a weapon.					
* =Domain/Speciality Spell					

Bard Spells

■■■■■Sonic Whip	Evocation [Sonic, Mind-Affecting]	1 standard action	1 round/level	0 ft.	SC:p.195
[V,S,M] TARGET: A whip of force; EFFECT: This spell creates a whip of sonic energy that you wield as if you had proficiency with it. Simply cracking a sonic whip as a free action keeps normal animals [but not dire animals, magical beasts, or vermin] at bay unless they succeed on a Will save. Affected animals stay at least 30 feet away from you for the duration of the spell, as space permits. On a successful ranged attack with the whip, any normal animal you strike must succeed on a Will save or become frightened. Against other creature types, you can use a sonic whip in combat as if it were a normal whip. Material Component: A miniature silk whip. [SR:No; DC:23, Will negates; see text]					

LEVEL 3 / Per Day:5 / Caster Level:9

Name	School	Time	Duration	Range	Source
■■■■■Creaking Cacophony	Illusion (Figment) [Sonic]	1 standard action	1 round/level	Medium (190 ft.)	SC:p.55
[V,S] TARGET: 40-ft.-radius spread; EFFECT: The sound from this spell is as loud as a pitched battle and is audible far beyond the spell's area. Outside the spell's area, the sound is merely loud. Inside the spell's area, the sound is overwhelming. All creatures within the spell's area take a -4 penalty on Listen checks. Spellcasters are distracted and must make a Concentration check to cast any spell [DC equals this spell's DC + the level of the spell being cast]. A creaking cacophony spell enhances and focuses sonic energy. Creatures in the area that do not have immunity to sonic damage gain vulnerability to sonic damage. [SR:Yes]					
■■■■■Dispel Magic	Abjuration [Abjuration Domain, Antimagic]	1 standard action	Instantaneous	Medium (190 ft.)	PH:p.223
[V, S] TARGET: One spellcaster, creature, or object; or 20-ft.-radius burst; EFFECT: You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells [or at least their effects] within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell: Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check [1d20 + your caster level, maximum +10] against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Area Dispel: When dispel magic is used in this way, the spell affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell [which discharges the dispel magic spell so far as that target is concerned] or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning] is in the area, you can make a dispel check to end the spell that conjured that object or creature [returning it whence it came] in addition to attempting to dispel spells targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]					
■■■■■Haste	Transmutation [Air Shugenja, Transmutatic]	1 standard action	9 rounds	Close (45 ft.)	PH:p.239
[V, S, M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component: A shaving of licorice root. [SR:Yes (harmless); DC:24, Fortitude negates (harmless)]					

* =Domain/Speciality Spell

Toki Wartooth

HUMAN
RACE
0
AGE
Male
GENDER
Darkvision (60 ft.), Low-Light Vision
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
210 lbs.
WEIGHT
Grey
EYE COLOUR
Pale
SKIN COLOUR
Brown, Long
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
Custom Campaign
REGION
None
DEITY
Fey
Race Type

Race Sub Type

Description:
Biography:

