Lafayette Gargalan
Character Name

Baltazar Tavares Vanderlei
Player Name

Sarenrae
Deity

None
Region

Neutral
Alignment

Bard (Dawnflower Dervish) 6, Fighter (Lore Warden) 2
CLASS

Fetchling / Outsider
RACE

Medium / 5 ft. x 5 ft.
SIZE / FACE

14' 10" / 75 lbs.
HEIGHT / WEIGHT

Darkvision (60 ft.), Low-Light Vision
VISION

8 (7)
Character Level (CR)

51000 / 75000
EXP/NEXT LEVEL

21
AGE

Male
GENDER

Verdes
EYES

Preto
HAIR

Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	19		+4		
CON Constitution	15		+2		
INT Intelligence	14		+2		
WIS Wisdom	12		+1		
CHA Charisma	16		+3		

HP hit points: 79

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED: Walk 30 ft.

AC armor class: 18 : 14 : 14 = 10 + 4 + 0 + 4 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

| | TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS | SHIELD BONUS | STAT | SIZE | NATURAL ARMOR | DEFLEC-TION | DODGE | Morale | Insight | Sacred | Profane | MISC |

INITIATIVE modifier: +6 = +4 + +2

| | TOTAL | DEX MODIFIER | MISC MODIFIER |

MISS CHANCE

Arcane Spell Failure: 20

ARMOR CHECK PENALTY: -2

SPELL RESIST: 0

Encumbrance: Light

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	= +5	+ +2	+ +0	+ +0	+ +0	+
REFLEX (dexterity)	+9	= +5	+ +4	+ +0	+ +0	+ +0	+
WILL (wisdom)	+6	= +5	+ +1	+ +0	+ +0	+ +0	+

Conditional Save Modifiers:
+1 Will vs. fear
+4 vs. Bardic Performance, sonic, and language-dependent effects

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	0	+
RANGED attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	0	+
CMB attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+		+

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+7/+2	+7/+2	+7/+2	+7/+2	+7	+7
CMD	21	21	21	21	21	21

SKILLS

TOTAL SKILLPOINTS: 56

MAX RANKS: 8/8

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
✓	Acrobatics	DEX	2	=	4			+	-2
✓	Appraise	INT	6	=	2	+	1	+	3
✓	Bluff	CHA	3	=	3				
✓	*Bluff (Perform (Act))*	CHA	14	=	3	+	[8]	+	3
✓	Climb	STR	-1	=	1			+	-2
✓	Craft (Untrained)	INT	2	=	2				
	Craft (Weapons)	INT	8	=	2	+	3	+	3
✓	Diplomacy	CHA	3	=	3				
✓	*Diplomacy (Perform (Oratory))*	CHA	14	=	3	+	[8]	+	3
✓	Disguise	CHA	3	=	3				
✓	*Disguise (Perform (Act))*	CHA	14	=	3	+	[8]	+	3
✓	Escape Artist	DEX	7	=	4	+	2	+	1
✓	Fly	DEX	2	=	4			+	-2
✓	Heal	WIS	1	=	1				
✓	Intimidate	CHA	3	=	3				
✓	Perception	WIS	1	=	1				
	Perform (Act)	CHA	14	=	3	+	8	+	3
	Perform (Dance)	CHA	14	=	3	+	8	+	3
	Perform (Oratory)	CHA	14	=	3	+	8	+	3
	Perform (Percussion Instruments)	CHA	14	=	3	+	8	+	3
	Perform (Sing)	CHA	8	=	3	+	2	+	3
✓	Perform (Untrained)	CHA	3	=	3				
✓	Ride	DEX	2	=	4			+	-2
✓	Sense Motive	WIS	1	=	1				
✓	*Sense Motive (Perform (Oratory))*	CHA	14	=	3	+	[8]	+	3
	Spellcraft	INT	9	=	2	+	4	+	3
✓	Stealth	DEX	15	=	4	+	8	+	3
✓	Survival	WIS	1	=	1				
✓	Swim	STR	-1	=	1			+	-2
	Use Magic Device	CHA	14	=	3	+	8	+	3
				=		+		+	
				=		+		+	

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

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*Kukri

			HAND	TYPE	SIZE	CRITICAL	REACH
			Off-hand	S	M	18-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+10/+5	1d4+1	2W-P-(OH)	+6/+1	1d4+1
1H-O	+10/+5	1d4	2W-P-(OL)	+8/+3	1d4+1
2H	+10/+5	1d4+1	2W-OH	+8/+3	1d4

*Light Pick

			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	P	M	20/x4	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+10/+5	1d4+1	2W-P-(OH)	+6/+1	1d4+1
1H-O	+10/+5	1d4	2W-P-(OL)	+8/+3	1d4+1
2H	+10/+5	1d4+1	2W-OH	+8/+3	1d4

Scimitar

			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	18-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+7/+2	1d6+1	2W-P-(OH)	+3/-2	1d6+1
1H-O	+7/+2	1d6	2W-P-(OL)	+5/+0	1d6+1
2H	+7/+2	1d6+1	2W-OH	+3/-2	1d6

*: 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
*Chain Shirt		Light	+4	+4	-2	20

Bardic Performance

Rounds per days ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 23 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time. [Paizo Inc. - Core Rulebook, p.35]

Countersong: You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components. [Paizo Inc. - Core Rulebook, p.36]

Distraction: You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components. [Paizo Inc. - Core Rulebook, p.36]

Fascinate: You can use your performance to cause up to 2 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 16) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function. [Paizo Inc. - Core Rulebook, p.37]

Inspire Competence: You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components. [Paizo Inc. - Core Rulebook, p.37]

Inspire Courage: You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance. [Paizo Inc. - Core Rulebook, p.37]

Suggestion: You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 16) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components. [Paizo Inc. - Core Rulebook, p.37]

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EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Kukri	Equipped	1	2 / 8
Light Pick	Equipped	1	3 / 4
Chain Shirt	Equipped	1	25 / 100
Outfit (Traveler's)	Equipped	1	5 / 0
Scimitar	Carried	1	4 / 15
TOTAL WEIGHT CARRIED/VALUE		39 lbs.	127gp

WEIGHT ALLOWANCE

Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY

Proximos talentos possiveis:
* Greater Two weapon fighting

* Extra performance
* Master Performance
* Grand Master Performance

* Piranha strike
* Discordant Voice

???:
* Double Slice
* Improved Critical

Raça:
http://www.d20pfsrd.com/races/other-races/featured-races/arg-fetchling

Total= 0 gp

MAGIC

Languages

Aklo, Common, Draconic

Other Companions

Archetypes

Dawnflower Dervish **[Paizo Publishing - Inner Sea Magic, p.34]**

Although Sarenrae is seen mainly as a goddess of healing and redemption in most parts of the Inner Sea, her stern, evil-smiting element is more common in areas like Qadira, Osirion, and Katapesh. Many of the Dawnflower's disciples from these lands become Dawnflower dervishes, religious mystics who use a spinning dance as part of their worship. Many bards of her faith hone their skills with dance and scimitar to become dervish dancers, but some tread a similar path focused more on magic and healing than swordplay. These are the Dawnflower dervishes.

Lore Warden **[Paizo Inc. - Pathfinder Society Field Guide, p.31]**

Quick thinking and deception can often carry the day where raw force might not. Lore wardens are the bodyguards, guardians, and soldiers of the Pathfinder Society. Not only are they often called upon to protect and watch over important repositories of lore, but they themselves are impressive keepers of all manner of knowledge. Lore wardens are fighters who benefit from learning to outsmart and outmaneuver their foes rather than just overpower them. Even out of combat, lore wardens have a quick wit and a surprising breadth of knowledge that can often grant them significant advantages over enemies even before a battle begins. Indeed, for many lore wardens, a fight that can be won without a single weapon being drawn is the best kind of victory. A lore warden has the following class features.

Traits

Magical Knack (Bard) **[Paizo Inc. - Advanced Player's Guide, p.329]**

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Your caster level in Bard gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Reactionary **[Paizo Inc. - Advanced Player's Guide, p.328]**

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.

Special Attacks

Distraction (Su) **[Paizo Inc. - Core Rulebook, p.36]**

You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) **[Paizo Inc. - Core Rulebook, p.37]**

You can use your performance to cause up to 2 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 16) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Suggestion (Sp) **[Paizo Inc. - Core Rulebook, p.37]**

You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 16) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Special Qualities

Armored Casting (Ex) **[Paizo Inc. - Core Rulebook, p.35]**

You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Performance **[Paizo Inc. - Core Rulebook, p.35]**

You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 23 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Battle Dance **[Paizo Publishing - Inner Sea Magic, p.34.]**

A Dawnflower dervish is trained in the use of the Perform skill, especially dance, to create magical effects on himself. This works like bardic performance, except that the Dawnflower dervish's performances grant double their normal bonuses, but these bonuses only affect him. He does not need to be able to see or hear his own performance. Battle dancing is treated as bardic performance for the purposes of feats, abilities, and effects that affect bardic performance, except that battle dancing does not benefit from the Lingering Performance feat or any other ability that allows a bardic performance to grant bonuses after it has ended. The benefits of battle dancing apply only when the bard is wearing light or no armor. Like bardic performance, battle dancing cannot be maintained at the same time as other performance abilities. Starting a battle dance is a move action, but it can be maintained each round as a free action. Changing a battle dance from one effect to another requires the Dawnflower dervish to stop the previous performance and start the new one as a move action. Like a bard, a Dawnflower dervish's performance ends immediately if he is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round. A Dawnflower dervish cannot perform more than one battle dance at a time. At 10th level, a Dawnflower dervish can start a battle dance as a swift action instead of a move action. When the Dawnflower dervish uses the inspire courage, inspire greatness, or inspire heroics bardic performance types as battle dances, these performance types only provide benefit to the Dawnflower dervish himself. All other types of bardic performance work normally (affecting the bard and his allies, or the bard's enemies, as appropriate). This ability alters the standard bardic performance ability.

Bonus Feats **[Paizo Inc. - Core Rulebook]**

At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change

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one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) [Paizo Inc. - Core Rulebook, p.55]

You gain a +1 bonus to Will saves against fear effects.

Cantrips [Paizo Inc. - Core Rulebook, p.38]

You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) [Paizo Inc. - Core Rulebook, p.36]

You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Darkvision (Ex) [Paizo Inc. - Bestiary]

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.

Dervish Dance [Paizo Publishing - Inner Sea Magic, p.35]

A Dawnflower dervish gains the Dervish Dance feat as a bonus feat.

Expertise (Ex) [Paizo Inc. - Pathfinder Society Field Guide, p.31]

At 2nd level, a lore warden gains Combat Expertise as a bonus feat, even if he would not normally qualify for this feat. This ability replaces bravery 1.

Inspire Competence (Su) [Paizo Inc. - Core Rulebook, p.37]

You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) [Paizo Inc. - Core Rulebook, p.37]

You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 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.

Scholastic (Ex) [Paizo Inc. - Pathfinder Society Field Guide, p.31]

Lore wardens gain 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Intelligence-based skills are class skills for lore wardens.

This ability replaces the lore warden's proficiency with medium armor, heavy armor, and shields.

Shadow Blending [Paizo Inc. - Bestiary 2, p.109]

Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Shadowy Resistance [Paizo Inc. - Bestiary 2, p.109]

Fetchlings have cold resistance 5 and electricity resistance 5.

Skilled (Ex) [Paizo Inc. - Bestiary 2, p.109]

Fetchlings gain a +2 racial bonus on Knowledge (planes) and Stealth checks.

Spell-Like Abilities (Sp) [Paizo Inc. - Bestiary 2, p.103]

Fetchlings can use disguise self 1/day to assume the form of any humanoid creature.

Spinning Spellcaster [Paizo Publishing - Inner Sea Magic, p.35]

A Dawnflower dervish gains a +4 bonus on concentration checks to cast spells defensively.

Versatile Performance (Act) (Ex) [Paizo Inc. - Core Rulebook, p.38]

You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Oratory) (Ex) [Paizo Inc. - Core Rulebook, p.38]

You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) [Paizo Inc. - Core Rulebook, p.38]

You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Feats

Arcane Strike [Paizo Inc. - Core Rulebook, p.118]

As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +2 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction.

As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Butterfly's Sting [Paizo Inc. - Faiths of Purity, p.24]

You can forgo a critical hit in order to pass it on to an ally.

When you confirm a critical hit against a creature, you can choose to forgo the effect of the critical hit and grant a critical hit to the next ally who hits the creature with a melee attack before the start of your next turn. Your attack only deals normal damage, and the next ally automatically confirms the hit as a critical.

Extra Performance [Paizo Inc. - Core Rulebook, p.124]

You can use your bardic performance ability more often than normal

You can use bardic performance for 6 additional rounds per day.

Improved Two-Weapon Fighting [Paizo Inc. - Core Rulebook, p.128]

You are skilled at fighting with two weapons.

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Two-Weapon Fighting [Paizo Inc. - Core Rulebook, p.136]

You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Finesse [Paizo Inc. - Core Rulebook, p.136]

You are trained in using your agility in melee combat, as opposed to brute strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Combat Expertise [Paizo Inc. - Core Rulebook, p.119]

You can increase your defense at the expense of your accuracy.

You can choose to take a -2 penalty on melee attack rolls and combat maneuver checks to gain a +2 dodge bonus to your Armor Class. You can only choose to use

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this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Dervish Dance   [Paizo Inc. - Inner Sea World Guide, p.286]

You have learned to turn your speed into power, even with a heavier blade. Use Dex modifier instead of Str modifier with scimitar.

You have learned to turn your speed into power, even with a heavier blade. When wielding a scimitar with one hand, you can use your Dexterity modifier intead of your Strength modifier on melee attack and damage rolls. You treat the scimitar as a one-handed piercing weapon for all feats and class abilities that require such a weapon. The scimitar must be for a creature of your size. You cannot use this feat if you are carrying a weapon or shield in your off hand.

Proficiencies

Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Templates

Bypass Advanced Race Spell Restrictions

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Innate Racial Spells

	Name	School	Time	Duration	Range	Source
❏	**Disguise Self**	Illusion (Glamer)	1 standard action	80 minutes [D]	Personal	CR:p.271

[V, S] TARGET: You; **EFFECT:** You make yourself--including clothing, armor, weapons, and equipment--look different.

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	4	—	—	—	—
PER DAY	at will	5	4	—	—	—	—
Concentration	+11						

LEVEL 0 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
❏❏❏❏ **Know Direction**	Divination	1 standard action	Instantaneous	Personal	CR:p.304

[V, S] TARGET: You; **EFFECT:** When you cast this spell, you instantly know the direction of north from your current position.

Name	School	Time	Duration	Range	Source
❏❏❏❏ **Mending**	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312

[V, S] TARGET: One object of up to 8 lb.; **EFFECT:** This spell repairs damaged objects, restoring 1d4 hit points to the object. **[SR:**Yes (harmless, object)**; DC:**13, Will negates (harmless, object)**]**

| ❏❏❏❏ **Message** | Transmutation, AirSchool [Language-Depend | 1 standard action | 80 minutes | Medium (180 ft.) | CR:p.313 |

[V, S, F] TARGET: 8 creatures; **EFFECT:** You can whisper messages and receive whispered replies. **[SR:**No**]**

| ❏❏❏❏ **Prestidigitation** | Universal | 1 standard action | 1 hour | 10 ft. | CR:p.325 |

[V, S] TARGET: See text; **EFFECT:** Prestidigitations are minor tricks that novice spellcasters use for practice. **[SR:**No**; DC:**13, See text**]**

| ❏❏❏❏ **Read Magic** | Divination | 1 standard action | 80 minutes | Personal | CR:p.330 |

[V, S] TARGET: You; **EFFECT:** You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.

| ❏❏❏❏ **Summon Instrument** | Conjuration (Summoning) | 1 round | 8 minutes [D] | 0 ft. | CR:p.350 |

[V, S] TARGET: One summoned handheld musical instrument; **EFFECT:** This spell summons one handheld musical instrument of your choice. **[SR:**No**]**

LEVEL 1 / Per Day:5 / Caster Level:8

Name	School	Time	Duration	Range	Source
❏❏❏❏ **Cure Light Wounds**	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263

[V, S] TARGET: Creature touched; **EFFECT:** When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. **[SR:**Yes (harmless); see text**; DC:**14, Will half (harmless); see text**]**

| ❏❏❏❏ **Saving Finale** | Evocation [Mind-Affecting] | 1 immediate action | Instantaneous | Close (45 ft.) | APG:p.241 |

[V, S] TARGET: one living creature; **EFFECT:** Subject rerolls failed saving throw. **[SR:**Yes (harmless)**; DC:**14, Will negates (harmless)**]**

| ❏❏❏❏ **Vanish** | Illusion (Glamer) | 1 standard action | 5 rounds [D] | Touch | APG:p.253 |

[V, S] TARGET: creature touched; **EFFECT:** This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature. **[SR:**Yes (harmless)**; DC:**14, Will negates (harmless)**]**

| ❏❏❏❏ **Windy Escape** | Transmutation [Air] | 1 immediate action | Instantaneous | Personal | ARG:p.161 |

[V, S] TARGET: You; **EFFECT:** You respond to an attack by briefly becoming vaporous and insubstantial, allowing the attack to pass harmlessly through you. You gain DR 10/magic against this attack and are immune to any poison, sneak attacks, or critical hit effect from that attack. You cannot use windy escape against an attack of opportunity you provoked by casting a spell, using a spelllike ability, or using any other magical ability that provokes an attack of opportunity when used. **[SR:**No**]**

LEVEL 2 / Per Day:4 / Caster Level:8

Name	School	Time	Duration	Range	Source
❏❏❏❏ **Acute Senses**	Transmutation	1 standard action	8 minutes	Touch	UM:p.205

[V, S, M] TARGET: Creature touched; **EFFECT:** Subject gains a bonus on Perception checks. **[SR:**Yes**; DC:**15, Will negates (harmless)**]**

| ❏❏❏❏ **Allegro** | Transmutation | 1 standard action | 8 rounds [D] or until discharged | Personal | UM:p.205 |

[V] TARGET: You; **EFFECT:** Gain haste while maintaining bardic performance.

| ❏❏❏❏ **Darkness** | Evocation [Darkness] | 1 standard action | 8 minutes [D] | Touch | CR:p.263 |

[V, M/DF] TARGET: Object touched; **EFFECT:** This spell causes an object to radiate darkness out to a 20-foot radius. **[SR:**No**]**

| ❏❏❏❏ **Gallant Inspiration** | Divination | 1 immediate action | Instantaneous | Close (45 ft.) | APG:p.225 |

[V] TARGET: one living creature; **EFFECT:** +2d4 bonus on failed attack roll or skill check. **[SR:**Yes**; DC:**15, Will negates (harmless)**]**

Innate

❏Disguise Self

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Lafayette Gargalan

Fetchling
RACE

21
AGE

Male
GENDER

Darkvision (60 ft.), Low-Light Vision
VISION

Neutral
ALIGNMENT

Left
DOMINANT HAND

14' 10"
HEIGHT

75 lbs.
WEIGHT

Verdes
EYE COLOUR

Branco um pouco cinza
SKIN COLOUR

Preto,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None
REGION

Sarenrae
DEITY

Outsider
Race Type

Race Sub Type

Description:
Biography:

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