

Lafayette Gargalan

Character Name

Bard (Dawnflower Dervish) 1, Fighter (Lore Warden) 2

CLASS

3 (2)

5000 / 9000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR	8		-1		
DEX	20		+5		
CON	14		+2		
INT	12		+1		
WIS	10		+0		
CHA	13		+1		

SAVING THROWS

TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP			
FORTITUDE	+5	=	+3	+	+2	+	+0	+	
REFLEX	+7	=	+2	+	+5	+	+0	+	
WILL	+2	=	+2	+	+0	+	+0	+	

Conditional Save Modifiers:

+1 Will vs. fear

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

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
	+1	+1	+1	+1	+1	+1
CMD	16	16	16	16	16	16

*Masterwork Scimitar	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	18-20/x2	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+8	1d6+5		+2	1d6+5
1H-O	+4	1d6+5	2W-P-(OL)	+4	1d6+5
2H	+8	1d6+5	2W-OH	-2	1d6+5

\*: weapon is equipped

Sarenrae

Deity

None

Region

Neutral

Alignment

Human / Humanoid

RACE

Medium / 5 ft. x 5 ft.

SIZE / FACE

5' 9" / 175 lbs.

HEIGHT / WEIGHT

Normal

VISION

20

AGE

Male

GENDER

EYES

HAIR

Points

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
35			Walk 30 ft.

HP	AC	INITIATIVE	Encumbrance
hit points	armor class	modifier	
35	18	+7	Light
	TOTAL	TOTAL	
	FLAT	DEX MODIFIER	
	TOUCH	MISC MODIFIER	
	BASE		
	ARMOR BONUS		
	SHIELD BONUS		
	STAT		
	SIZE		
	NATURAL ARMOR		
	DEFLEC-TION		
	DODGE		
	Morale		
	Insight		
	Sacred		
	Prolane		
	MISC		

MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST
	15	-1	0

TOTAL SKILLPOINTS: 16	SKILLS	MAX RANKS: 3/3			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	=	5	+ -1
✓ Appraise	INT	5	=	1 + 1 + 3	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	-2	=	-1	+ -1
✓ Craft (Untrained)	INT	1	=	1	
✓ Craft (Weapons)	INT	5	=	1 + 1 + 3	
✓ Diplomacy	CHA	1	=	1	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	4	=	5	+ -1
✓ Fly	DEX	4	=	5	+ -1
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	1	=	1	
✓ Perception	WIS	5	=	0 + 2 + 3	
✓ Perform (Act)	CHA	7	=	1 + 3 + 3	
✓ Perform (Dance)	CHA	6	=	1 + 2 + 3	
✓ Perform (Oratory)	CHA	10	=	1 + 3 + 6	
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	4	=	5	+ -1
✓ Sense Motive	WIS	0	=	0	
✓ Sleight of Hand	DEX	8	=	5 + 1 + 2	
✓ Spellcraft	INT	7	=	1 + 3 + 3	
✓ Stealth	DEX	9	=	5 + 2 + 2	
✓ Survival	WIS	0	=	0	
✓ Swim	STR	-2	=	-1	+ -1
✓ Use Magic Device	CHA	6	=	1 + 2 + 3	
			=	+	+
			=	+	+

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

Character: Lafayette Gargalan

Player:

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).  
Created using PCGen v6.04.01 on Dec 3, 2015 at 1:05:43 AM

Level:3 (CR:2)  
Page 1

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Parade	Light	+3	+5	-1	15

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Masterwork Scimitar	Equipped	1	4 / 315		
Parade	Equipped	1	20 / 25		
Wand (Infernal Healing/Cleric/1st)	Equipped	1	0 / 540		
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TOTAL WEIGHT CARRIED/VALUE		24 lbs.	880gp		
WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400
MONEY					
Total= 0 gp [Unspent Funds = 85 gp]					
MAGIC					
Languages					
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. - Second Darkness Player's Guide, p.13]
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. - Second Darkness Player's Guide, p.11]
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 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.	
Fascinate (Su)	[Paizo Inc. - Core Rulebook, p.37]
You can use your performance to cause up to 1 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 11) 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.

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 11 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 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.

**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.

**Focused Study (Ex)** [Paizo Inc. - Advanced Race Guide, p.225]

At 1st, 8th, and 16th level, gain skill focus in a skill of your choice.

**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 +1 morale bonus on saving throws against charm and fear effects and a +1 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.

**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.

**Skilled** [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

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, Horsecopper, 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

**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 +1 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.

**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.

**Master Performance** [Psycho Mantys Publications - Homebrew, p...]

When using your bardic performance abilities, you grant your allies greater bonuses.  
When any of your bardic performance abilities grant your allies a bonus, that bonus is increased by +1.

**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 -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. You can only choose to use 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 instead 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.

**Skill Focus (Perform (Oratory)) (Granted)** [Paizo Inc. - Core Rulebook, p.134]

You are particularly adept at your chosen skill.  
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Proficiencies**

Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun,

## Bard Spells

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

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Daze</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	CR:p.264

[V, S, M] **TARGET:** One humanoid creature of 4 HD or less; **EFFECT:** This spell 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. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. [SR:Yes; DC:11, Will negates]

☐☐☐☐☐ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
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[V, M/DF] **TARGET:** Object touched; **EFFECT:** This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]

☐☐☐☐☐ <b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
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[V, S] **TARGET:** One object of up to 1 lb.; **EFFECT:** This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. [SR:Yes (harmless, object); DC:11, Will negates (harmless, object)]

☐☐☐☐☐ <b>Prestidigitation</b>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
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[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, 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:11, See text]

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

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <b>Cure Light Wounds</b>	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 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:12, Will half (harmless); see text]

☐☐☐☐☐ <b>Toilsome Chant</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	see description	Close (25 ft.)	ARG:p.19
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[V, S] **TARGET:** One Creature; **EFFECT:** You can cast this spell as part of the action to begin an inspire competence bardic performance. The benefit of inspire competence persists for as long as is necessary to complete the target's next skill check using the chosen skill [up to a maximum of 1 hour per caster level], even if you cease your bardic performance. [SR:Yes (harmless); DC:12, Will negates (harmless)]

\* =Domain/Speciality Spell

# Lafayette Gargalan

HUMAN
RACE
20
AGE
Male
GENDER
VISION
Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
175 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
'
HAIR / HAIR STYLE
PHOBIAS
'
PERSONALITY TRAITS
INTERESTS
'
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Sarenrae
DEITY
Humanoid
Race Type
Race Sub Type

Description:

Biography: