

Lafayette Gargalan

Character Name

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

CLASS

3 (2)

5000 / 9000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

20

Male

AGE

GENDER

Sarenrae

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

5' 9" / 175 lbs.

HEIGHT / WEIGHT

None

Region

Neutral

Alignment

Normal

VISION

25

Points

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

8

-1

DEX

Dexterity

20

+5

CON

Constitution

14

+2

INT

Intelligence

12

+1

WIS

Wisdom

10

+0

CHA

Charisma

13

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+2

+

+5

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+2

+

+0

+

+0

+

+0

+

Conditional Save Modifiers:

+1 Will vs. fear

MELEE

attack bonus

TOTAL

+1

=

BASE ATTACK BONUS

+2

+

STAT

-1

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+2

+

STAT

+5

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+1

=

BASE ATTACK BONUS

+2

+

STAT

-1

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+1

TRIP

+1

DISARM

+1

SUNDER

+1

BULL RUSH

+1

OVERRUN

+1

CMD

16

16

16

16

16

16

*Masterwork Scimitar

HAND

Primary

TYPE

S

SIZE

M

CRITICAL

18-20/x2

REACH

5 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

+8

1d6+5

2W-P-(OH)

+2

1d6+5

1H-O

+4

1d6+5

2W-P-(OL)

+4

1d6+5

2H

+8

1d6+5

2W-OH

-2

1d6+5

WOUNDS/CURRENT HP

35

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP

hit points

AC

armor class

TOTAL

18

FLAT

13

TOUCH

15

BASE

10

ARMOR BONUS

3

SHIELD BONUS

0

STAT

5

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Prolane

0

MISC

0

INITIATIVE

modifier

TOTAL

+7

DEX MODIFIER

+5

MISC MODIFIER

+2

MISS CHANCE

15

Arcane Spell Failure

-1

ARMOR CHECK PENALTY

0

Encumbrance

Light

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 | 6 | = | 1 + 2 + 3 | |
| ✓ Perform (Dance) | CHA | 7 | = | 1 + 3 + 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. ✕: exclusive skills. *: Skill Mastery.

Character: Lafayette Gargalan

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

Level:3 (CR:2)

Player:

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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 |
|---------|-------|----|--------|-------|---------------|
| *Parade | Light | +3 | +5 | -1 | 15 |

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 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. [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 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. [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 +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. [Paizo Inc. - Core Rulebook, p.37]

| 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 | |
| <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> | | | | | |
| 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 |

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

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.

Hard to Kill (Ex) [Paizo Publishing LLC - Mythic Adventures]

Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

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.

Mythic Power (Su) [Paizo Publishing LLC - Mythic Adventures]

Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

Mythic Surge (Su) [Paizo Publishing LLC - Mythic Adventures]

You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d0

Mythic Tier 01 [Paizo Publishing LLC - Mythic Adventures]

You have reached Mythic Tier 1

Path Dabbling (Su) [Paizo Publishing LLC - Mythic Adventures]

Select one path ability from another mythic path. You must meet any other requirements that path ability has, including a minimum tier restriction.

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.

Trickster [Paizo Publishing LLC - Mythic Adventures]

Skill, training, and savvy make the trickster the master of the impossible-defying unbeatable obstacles and traps, tricking the wise, and hitting otherwise unattainable targets. The trickster's abilities allow him to change his appearance, manipulate others, and strike with deadly accuracy. Characters with high Dexterity and Charisma scores have a lot to gain from becoming tricksters. The path of the trickster is suitable for those who rely on subterfuge and cunning.

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.

Mythic Paragon [Paizo Publishing LLC - Mythic Adventures]

Your mythic tier is considered 2 higher when determining the potency of your mythic abilities

Your tier is considered 2 higher for determining the potency of mythic abilities, feats, and spells. This doesn't grant you access to mythic abilities or greater versions of mythic spells at a lower tier than you would normally need to be to get them, nor does it grant you additional uses of mythic power or adjust the dice you roll for your surge.

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, 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, Horsecropper, 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

Bard Spells

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

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

| Name | School | Time | Duration | Range | Source |
|-------------------|---|-------------------|----------|----------------|----------|
| ☐☐☐☐☐ Daze | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 1 round | Close (30 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]

| | | | | | |
|--------------------|-------------------------------|-------------------|------------|-------|----------|
| ☐☐☐☐☐ Light | Evocation [Light, WoodSchool] | 1 standard action | 30 minutes | Touch | CR:p.304 |
|--------------------|-------------------------------|-------------------|------------|-------|----------|

[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]

| | | | | | |
|----------------------|-----------------------------|------------|---------------|--------|----------|
| ☐☐☐☐☐ Mending | Transmutation [MetalSchool] | 10 minutes | Instantaneous | 10 ft. | CR:p.312 |
|----------------------|-----------------------------|------------|---------------|--------|----------|

[V, S] **TARGET:** One object of up to 3 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)]

| | | | | | |
|-------------------------------|-----------|-------------------|--------|--------|----------|
| ☐☐☐☐☐ 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. 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:3

| 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 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]

| | | | | | |
|-----------------------------|---|-------------------|-----------------|----------------|----------|
| ☐☐☐☐☐ Toilsome Chant | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | see description | Close (30 ft.) | ARG:p.19 |
|-----------------------------|---|-------------------|-----------------|----------------|----------|

[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: