

Astrius Barapin

Character Name
Bard 2
CLASS

Vincent

Player Name
Human (Chelaxian) / Humanoid
RACE

Absalom

Region
0' 0" / 0 lbs.
HEIGHT / WEIGHT

Neutral

Alignment
95304-12
CHARACTER ID

2 (1) Character Level (CR) 3 / 6 EXP/NEXT LEVEL

26 AGE Male GENDER

EYES HAIR FACTION

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 14 | +2 | 14 | +2 | | |
| DEX Dexterity | 16 | +3 | 16 | +3 | | |
| CON Constitution | 13 | +1 | 13 | +1 | | |
| INT Intelligence | 14 | +2 | 14 | +2 | | |
| WIS Wisdom | 10 | +0 | 10 | +0 | | |
| CHA Charisma | 12 | +1 | 12 | +1 | | |

| HP | AC | INITIATIVE |
|---------------------------------|----------------------------------|-------------------------------|
| 16 <small>hit points</small> | 16 <small>armor class</small> | +3 <small>modifier</small> |

| WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION |
|-------------------|----------------|------------------|
| 16 | | |

| ENCUMBRANCE |
|-------------|
| Light |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP |
|---|-------|-----------|---------|-------|------|------|------|
| FORTITUDE <small>(constitution)</small> | +1 | +0 | +1 | +0 | +0 | +0 | |
| REFLEX <small>(dexterity)</small> | +6 | +3 | +3 | +0 | +0 | +0 | |
| WILL <small>(wisdom)</small> | +3 | +3 | +0 | +0 | +0 | +0 | |

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

| | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--|-------|-------------------|------|------|------|------|------|
| MELEE <small>attack bonus</small> | +3 | +1 | +2 | +0 | +0 | 0 | |
| RANGED <small>attack bonus</small> | +4 | +1 | +3 | +0 | +0 | 0 | |
| CMB <small>attack bonus</small> | +3 | +1 | +2 | +0 | | | |

| | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRUN |
|------------|---------|------|--------|--------|-----------|---------|
| CMB | +3 | +3 | +3 | +3 | +3 | +3 |
| CMD | 16 | 16 | 16 | 16 | 16 | 16 |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|---------------------------------|--------------------|--------|----------|-------|
| <small>(nonlethal only)</small> | +3 | 1d3+2 | 20/x2 | 5 ft. |

| Dagger | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------|---------------|--------|--------|--------|----------|------------|
| | | Porté | PS | M | 19-20/x2 | 5 ft. |
| | To Hit | | | | | Dam |
| 1H-P | +3 | | | | -1 | 1d4+2 |
| 1H-O | +3 | | | | +1 | 1d4+2 |
| 2H | +3 | | | | +1 | 1d4+1 |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | |
| TH | +4 | +2 | +0 | -2 | -4 | |
| Dam | 1d4+2 | 1d4+2 | 1d4+2 | 1d4+2 | 1d4+2 | |

| MISS CHANCE | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESIST | ACID RESIST | COLD RESIST | ELECT. RESIST | FIRE RESIST |
|-------------|----------------------|---------------------|--------------|-------------|-------------|---------------|-------------|
| | | | 15 | +0 | 0 | | |

| TOTAL SKILLPOINTS: 18 | | SKILLS | | MAX RANKS: 2/2 | |
|------------------------------------|-------------|----------------|------------------|----------------|---------------|
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
| ✓ Acrobatics | DEX | 3 | = | 3 | |
| ✓ Appraise | INT | 6 | = | 2 + 1 + 3 | |
| ✓ Bluff | CHA | 1 | = | 1 | |
| ✓ Climb | STR | 2 | = | 2 | |
| ✓ Craft (Untrained) | INT | 2 | = | 2 | |
| ✓ Diplomacy | CHA | 1 | = | 1 | |
| ✓ Diplomacy (Perform (Oratory)) | CHA | 6 | = | 1 + [2] + 3 | |
| ✓ Disguise | CHA | 1 | = | 1 | |
| ✓ Escape Artist | DEX | 3 | = | 3 | |
| ✓ Fly | DEX | 3 | = | 3 | |
| ✓ Heal | WIS | 0 | = | 0 | |
| ✓ Intimidate | CHA | 1 | = | 1 | |
| Knowledge (Geography) | INT | 8 | = | 2 + 2 + 4 | |
| Knowledge (History) | INT | 8 | = | 2 + 2 + 4 | |
| Knowledge (Religion) | INT | 7 | = | 2 + 1 + 4 | |
| ✓ Knowledge (Untrained) | INT | 3 | = | 2 + 1 | |
| Linguistics (Azlanti, Draconic) | INT | 7 | = | 2 + 2 + 3 | |
| ✓ Perception | WIS | 5 | = | 0 + 2 + 3 | |
| Perform (Oratory) | CHA | 6 | = | 1 + 2 + 3 | |
| Perform (Untrained) | CHA | 1 | = | 1 | |
| Profession (Scribe) | WIS | 5 | = | 0 + 2 + 3 | |
| ✓ Ride | DEX | 3 | = | 3 | |
| ✓ Sense Motive | WIS | 0 | = | 0 | |
| ✓ Sense Motive (Perform (Oratory)) | CHA | 6 | = | 1 + [2] + 3 | |
| Spellcraft | INT | 7 | = | 2 + 2 + 3 | |
| ✓ Stealth | DEX | 3 | = | 3 | |
| ✓ Survival | WIS | 0 | = | 0 | |
| ✓ Swim | STR | 2 | = | 2 | |
| Use Magic Device | CHA | 7 | = | 1 + 2 + 4 | |
| | | | = | + + | |
| | | | = | + + | |

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

| Masterwork Composite Shortbow STR (+2) | | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|---------|------------|---------|---------------|---------|------|----------|-------|
| | | | | Porté | P | M | 20/x3 | 5 ft. |
| Range: 30 ft. | | To Hit: +5 | | Damage: 1d6+2 | | | | |
| | 70 ft. | 140 ft. | 210 ft. | 280 ft. | 350 ft. | | | |
| TH | +5 | +3 | +1 | -1 | -3 | | | |
| Dam | 1d6+2 | 1d6+2 | 1d6+2 | 1d6+2 | 1d6+2 | | | |
| | 420 ft. | 490 ft. | 560 ft. | 630 ft. | 700 ft. | | | |
| TH | -5 | -7 | -9 | -11 | -13 | | | |
| Dam | 1d6+2 | 1d6+2 | 1d6+2 | 1d6+2 | 1d6+2 | | | |

Special Properties: Strength bonus to damage

*: 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 |
|-----------------------------|--|-------|----|--------|-------|---------------|
| *Masterwork Studded Leather | | Light | +3 | +5 | +0 | 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 7 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 12) 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 Studded Leather | Equipped | 1 | 20 / 175 |
| Outfit (Explorer's) | Equipped | 1 | 8 / 10 |
| Backpack, Common | Equipped | 1 | 2 / 2 |
| 9,56 lbs., 1 Ink (1 oz. Vial), 1 Inkpen, 5 Paper (Sheet), 1 Rope (Silk/50 ft.), 1 Flint and Steel, 1 Scroll Case, 1 Grappling Hook, Common, 1 Wand of Cure Light Wounds | | | |
| Ink (1 oz. Vial) | Backpack, Common | 1 | 0 / 8 |
| Inkpen | Backpack, Common | 1 | 0 / 0.1 |
| Paper (Sheet) | Backpack, Common | 5 | 0 (0) / 0.4 (2) |
| hardness 0, 1 hit point, and break DC 5 | | | |
| Rope (Silk/50 ft.) | Backpack, Common | 1 | 5 / 10 |
| 4 hp, DC 24 Strength check to burst | | | |
| Flint and Steel | Backpack, Common | 1 | 0 / 1 |
| Scroll Case | Backpack, Common | 1 | NaN / 1 |
| Grappling Hook, Common | Backpack, Common | 1 | 4 / 1 |
| Wand of Cure Light Wounds | Backpack, Common | 1 | NaN / 630 |
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| When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage. | | | |
| Wayfinder | Equipped | 1 | 1 / 500 |
| light at will, +2 competence to Survival (avoid becoming lost), can contain an ioun stone | | | |
| Crowbar | Equipped | 1 | 5 / 2 |
| +2 circumstance bonus to Strength checks to force open a door or chest | | | |
| Arrow | Equipped | 18 | NaN (NaN) / 0.1 (0.9) |
| □□□□□ □□□□□ □□□□□ □□□ | | | |
| Dagger | Carried | 1 | 1 / 2 |
| Masterwork Composite Shortbow STR (+2) | Carried | 1 | 2 / 525 |
| Strength bonus to damage | | | |
| Scholar's Outfit | | 1 | 6 / 5 |
| Hot Weather Outfit | | 1 | 4 / 8 |
| TOTAL WEIGHT CARRIED/VALUE | | 51,26 lbs. | 1,883gp |

| WEIGHT ALLOWANCE | | | |
|------------------|-----|-----------------|-----|
| Light | 58 | Medium | 116 |
| Light over head | 175 | Lift off ground | 350 |
| | | Heavy | 175 |
| | | Push / Drag | 875 |

| MONEY | |
|--------|-------------------------------|
| Total= | 0 gp [Unspent Funds = 162 gp] |

| MAGIC | |
|-----------|--|
| Languages | |

| | |
|---|--|
| Azlanti, Common, Draconic, Kelish, Osiriani | |
|---|--|

| Other Companions | |
|------------------|--|
| | |

| Traits | |
|----------------------------|---|
| Dangerously Curious | [Paizo Inc. - Advanced Player's Guide, p.329] |

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

| | |
|--------------------------------------|---|
| Loyalty (Grand Lodge Faction) | [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.11] |
|--------------------------------------|---|

You resist attempts to dissuade you from the Decemvirate's will. You gain a +1 trait bonus on saves against enchantment spells and spell-like abilities.

| 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 12) 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 Knowledge (Ex) | [Paizo Inc. - Core Rulebook, p.35] |
|------------------------------|------------------------------------|

You add +1 to all Knowledge checks and may make all Knowledge skill checks untrained.

| | |
|---------------------------|------------------------------------|
| 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 7 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.

| | |
|-------------------|------------------------------------|
| Bonus Feat | [Paizo Inc. - Core Rulebook, p.27] |
|-------------------|------------------------------------|

Humans select one extra feat at 1st level.

| | |
|-----------------|------------------------------------|
| 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.

| | |
|-----------------------------|------------------------------------|
| 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.

| | |
|----------------|------------------------------------|
| 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.

| | |
|---|------------------------------------|
| 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 +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.

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.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Hook Hand, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Whip

Wayfinder Spell-like Abilities

| Name | School | Time | Duration | Range | Source |
|----------------------|-------------------------------|-------------------|------------|-------|----------|
| At Will Light | Evocation [Light, WoodSchool] | 1 standard action | 50 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]

* =Domain/Specialty Spell

Bard Spells

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

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

| Name | School | Time | Duration | Range | Source |
|--------------------------|------------|-------------------|------------------------------------|--------|----------|
| □□□□ Detect Magic | Divination | 1 standard action | Concentration, up to 2 minutes [D] | 60 ft. | CR:p.267 |

[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 Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. 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; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. **Lingering Aura:** A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura Faint | 1d6 rounds Moderate | 1d6 minutes Strong | 1d6 x 10 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]

| | | | | | |
|-----------------------|---------------|-------------------|---------------|----------------|----------|
| □□□□ Mage Hand | Transmutation | 1 standard action | Concentration | Close (30 ft.) | CR:p.306 |
|-----------------------|---------------|-------------------|---------------|----------------|----------|

[V, S] **TARGET:** One nonmagical, unattended object weighing up to 5 lbs.; **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]

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

[V, S] **TARGET:** One object of up to 2 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)]

| | | | | | |
|---------------------|---|-----------------|------------|------------------|----------|
| □□□□ Message | Transmutation, AirSchool [Language-Deper] | standard action | 20 minutes | Medium (120 ft.) | CR:p.313 |
|---------------------|---|-----------------|------------|------------------|----------|

[V, S, F] **TARGET:** 2 creatures; **EFFECT:** You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper. [SR:No]

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| □□□□ Prestidigitation | Universals | 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 prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation 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. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation 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:3 / Caster Level:2

| Name | School | Time | Duration | Range | Source |
|-------------------|---------------|-------------------|---------------|----------------|----------|
| □□□□ Erase | Transmutation | 1 standard action | Instantaneous | Close (30 ft.) | CR:p.279 |

[V, S] **TARGET:** One scroll or two pages; **EFFECT:** Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check [1d20 + caster level] against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead. [SR:No; DC:12, See text]

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| □□□□ Feather Fall | Transmutation, AirSchool | 1 immediate action | Until landing or 2 rounds | Close (30 ft.) | CR:p.281 |
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[V] **TARGET:** 2 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; **EFFECT:** The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:12, Will negates (harmless) or Will negates (object);]

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| □□□□ Unseen Servant | Conjuration (Creation) | 1 standard action | 2 hours | Close (30 ft.) | CR:p.364 |
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[V, S, M] **TARGET:** One invisible, mindless, shapeless servant; **EFFECT:** An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 [so it can lift 20 pounds or drag 100 pounds]. It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim [though it can walk on water]. Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. [It gets no saves against attacks.] If you attempt to send it beyond the spell's range [measured from your current position], the servant ceases to exist. [SR:No]

* =Domain/Specialty Spell

Wayfinder Spell-like Abilities

At Will Light

Astrius Barapin

Human (Chelaxian)

RACE

26

AGE

Mâle

GENDER

VISION

Neutral

ALIGNMENT

Droite

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

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HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Absalom

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: