

2007 Tuma Kenyatta

Player: Scott David Gray

NG Male human charlatan bard 1

Good, Human, Humanoid, Neutral

Deity: **Iomedae**; Age: **51**; Height: **5' 9"**; Weight: **175 lb.**;

Eyes: **Blue**; Hair: **Dark Brown**; Skin: **Ochre**

Speed: **25 ft.**, Languages: Common, Mwangi, Osiriani, Sylvan

Hit Points	Focus Points	Hero Points
18	2	3
		1

Str	Dex	Con	Int	Wis	Cha	
+0	+3	+1	+1	+0	+4	10 Str 16 Dex 12 Con 12 Int 10 Wis 18 Cha

PERCEPTION **+5_E** = +5 Base +0 Wis +0 Misc

FORTITUDE **+4_T** = +3 Base +1 Con +0 Misc

REFLEX **+6_T** = +3 Base +3 Dex +0 Misc

WILL **+5_E** = +5 Base +0 Wis +0 Misc

AC **18_T** = +13 Base +3 Dex +2 Misc

Studded leather (Trained)

AC: +2, Max Dex: +3, Armor Check: -1, Speed: -

Dagger (Trained)

Melee: **+6/+2/-2** (1d4 Pier Pier, Crit 1d4x2 Pier Pier)

Ranged (10 ft.): **+6/+2/-2** (1d4 Pier Pier, Crit 1d4x2 Pier Pier)

Traits: versatile Slsh, thrown 10 ft., agile, finesse

Shortbow (Trained)

Ranged (60 ft.): **+6/+1/-4** (1d6 Pier Pier Pier, Crit 1d6x2 Pier+1d10 Pier Pier)

Traits: deadly (1d10)

Shortsword (Trained)

Melee: **+6/+2/-2** (1d6 Pier Pier, Crit 1d6x2 Pier Pier)

Traits: versatile Slsh, agile, finesse

Whip (Trained)

Melee: **+6/+1/-4** (1d4 Slsh Slsh, Crit 1d4x2 Slsh Slsh)

Traits: disarm, nonlethal, trip, finesse, reach

Feats

Natural Ambition [Ancestry Feats]

Gain a 1st-level class feat for your class.

Toughness [General Feats]

The DC of recovery checks is equal to 9 + your dying condition value.

Hymn of Healing [Natural Ambition]

You learn the *hymn of healing* composition spell

Charming Liar

When you get a critical success with the Lie action, the target's attitude toward you improves by one step.

Lingering Composition

Learn *lingering composition* focus spell. Increase your focus points by 1

Character Number: 14034 - 2007



Skills

<input type="checkbox"/>	+5_T Acrobatics _{Dex}
<input type="checkbox"/>	+1_U Arcana _{Int}
<input type="checkbox"/>	-1_U Athletics _{Str}
<input type="checkbox"/>	+1_U Crafting _{Int}
<input type="checkbox"/>	+7_T Deception _{Cha}
<input type="checkbox"/>	+7_T Diplomacy _{Cha}
<input type="checkbox"/>	+7_T Intimidation _{Cha}
<input type="checkbox"/>	+4_T Library Lore _{Int}
<input type="checkbox"/>	+0_U Medicine _{Wis}
<input type="checkbox"/>	+0_U Nature _{Wis}
<input type="checkbox"/>	+4_T Occultism _{Int}
<input type="checkbox"/>	+7_T Performance _{Cha}
<input type="checkbox"/>	+0_U Religion _{Wis}
<input type="checkbox"/>	+1_U Society _{Int}
<input type="checkbox"/>	+5_T Stealth _{Dex}
<input type="checkbox"/>	+0_U Survival _{Wis}
<input type="checkbox"/>	+5_T Thievery _{Dex}
<input type="checkbox"/>	+4_T Underworld Lore _{Int}

Spells

Bard Occult spells known (DC 17, attack +7)

1st (2/day)—*magic missile*, *mindlink*, *soothe*

Cantrip (at will)—*detect magic*, *light*, *prestidigitation*, *shield*, *telekinetic projectile*

Focus Spells

Counter Performance (1st)

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks, Longsword, Rapier, Sap, Shortbow, Shortsword, Whip

Armor Proficiencies

Trained: All Light Armor, Unarmored defense

Focus Spells

Hymn of Healing (1st)	<input type="checkbox"/>
Inspire Courage (At Will) (1st)	<input type="checkbox"/>
Lingering Composition (1st)	<input type="checkbox"/>

Tracked Resources

Arrows	<input type="text" value="20"/>
Dagger	<input type="checkbox"/>
Torch	<input type="checkbox"/>

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 5.4, Unencumbered

Arrows x20	0.2
Backpack <Holds: 30 @ 3.6 blk>	L
Bedroll <In: Backpack>	L
Belt pouch <Holds: 2 @ 0.1 blk>	-
Chalk x10 <In: Backpack>	-
Climbing kit <In: Backpack>	1
Clothing, ordinary <In: Backpack>	-
Dagger x2	0.2
Flint and steel <In: Belt pouch>	-
Money	-
Rations (1 week) x2 <In: Backpack>	0.2
Religious symbol, wooden	L
Sheath	-
Shortbow	1
Shortsword	L
Soap <In: Backpack>	-
Studded leather	1
Tent, pup <In: Backpack>	L
Thieves' tools <In: Belt pouch>	L
Torch x10 <In: Backpack>	1
Violin <In: Backpack>	1
Waterskin <In: Backpack>	L
Whip	1
Writing set <In: Backpack>	L

Factions

Radiant Oath
Tier 1; Reputation 14

Pathfinder Training

Scrolls (3)
You are associated with the Scrolls school

Boons (4 Fame)

Radiant Oath Champion [Faction]
Champion the faction

Experience & Wealth

Career Experience Points: 11 (11/12 to 2nd)
Current Cash: 4 pp; 1 gp; 8 sp

Charming Liar (Background, Feat)

Traits: General, Skill

Prerequisites trained in Deception

Your charm allows you to win over those you lie to. When you get a critical success using the Lie action, the target's attitude toward you improves by one step, as though you'd succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature's attitude to improve. You must be lying to impart seemingly important information, inflate your status, or ingratiate yourself, which trivial or irrelevant lies can't achieve.

Toughness (Feat, General Feats)

Traits: General

You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to 9 + your dying condition value (page 459).

Radiant Oath Champion (Boon, Faction)

Prerequisites Radiant Oath Tier 0

Cost 4 Fame

This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

Appears In: Pathfinder Society

Radiant Oath (Faction)

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

Faction Leader: No stranger to peril, Valais Durant (LG female aasimar ritualist) set out for Numeria after earning her wayfinder and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

Motto: A Light in the Shadows

Objectives: Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

Appears In: Pathfinder Society

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Deadly (1d10)

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Weapon Traits

Disarm

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal (page 453), and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Reach

This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.

Thrown 10 ft.

You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment specified in the weapon's Range entry.

Trip

You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Versatile Sish

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Gear

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Counter Performance

Focus 1

Uncommon, Bard, Composition, Enchantment, Fortune, Mental, Power

Traditions: Occult

Cast: [R] somatic

Trigger: You or an ally within 60 feet rolls a saving throw against an auditory or visual effect.

Area: 60-foot emanation

Your performance protects you and your allies. Roll a Performance check for a type you know: an auditory performance if the trigger was auditory, or a visual one for a visual trigger. You and allies in the area can use the better result between your Performance check and the saving throw.

Hymn of Healing

Focus 1

Uncommon, Bard, Composition, Healing, Necromancy, Positive

Traditions: Occult

Cast: [2] verbal

Range: 30 feet

Targets: you or 1 ally

Duration: sustained up to 4 rounds

Your divine singing mends wounds and provides a temporary respite from harm. The target gains fast healing 2. When you Cast the Spell and each time you Sustain the Spell, the target gains 2 temporary Hit Points, which last for 1 round.

Heightened (+1) The fast healing and temporary Hit Points each increase by 2.

Appears in: Advanced Player's Guide

Inspire Courage (At Will)

Cantrip 1

Uncommon, Bard, Cantrip, Composition, Emotion, Enchantment, Mental

Traditions: Occult

Cast: [1] verbal

Area: 60-foot emanation

Duration: 1 round

You inspire your allies with words or tunes of encouragement. You and all allies in the area gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

Lingering Composition

Focus 1

Uncommon, Bard, Enchantment

Traditions: Occult

Cast: [F] verbal

You add a flourish to your composition to extend its benefits. If your next action is to cast a cantrip composition with a duration of 1 round, attempt a Performance check. The DC is usually a standard-difficulty DC of a level equal to the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Detect Magic (At Will)

Cantrip 1

Cantrip, Detection, Divination, Occult

Traditions: Occult

Cast: [2] somatic, verbal

Area: 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Light (At Will)

Cantrip 1

Cantrip, Evocation, Light, Occult

Traditions: Occult

Cast: [2] somatic, verbal

Range: touch

Targets: 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally

Duration: until the next time you make your daily preparations

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

Heightened (4th) The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).

Magic Missile

Spell 1

Evocation, Force, Occult

Traditions: Occult

Cast: [1 to 3] somatic, verbal

Range: 120 feet

Targets: 1 creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Heightened (+2) You shoot one additional missile with each action you spend.

Mindlink

Spell 1

Divination, Mental, Occult

Traditions: Occult

Cast: [2] somatic, verbal

Range: touch

Targets: 1 willing creature

You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

Prestidigitation (At Will)

Cantrip 1

Cantrip, Evocation, Occult

Traditions: Occult

Cast: [1] somatic, verbal

Range: 10 feet

Targets: 1 object (cook, lift, or tidy only)

Duration: sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

Shield (At Will)

Cantrip 1

Abjuration, Cantrip, Force, Occult

Traditions: Occult

Cast: [1] verbal

Duration: until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

SHIELD ACTIONS

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

SHIELD BLOCK [reaction]

Trigger While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Soothe

Spell 1

Emotion, Enchantment, Healing, Mental, Occult

Traditions: Occult

Cast: [2] somatic, verbal

Range: 30 feet

Targets: 1 willing or unconscious living creature

Duration: 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

Heightened (+1) The amount of healing increases by 1d10+4.

Telekinetic Projectile (At Will)

Cantrip 1

Attack, Cantrip, Evocation, Occult

Traditions: Occult

Cast: [2] somatic, verbal

Range: 30 feet

Targets: 1 creature

Attack Bonus: +7

You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target. If you hit, you deal bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled—equal to 1d6 plus your spellcasting ability modifier. No specific traits or magic properties of the hurled item affect the attack or the damage.

Heightened (+1) The damage increases by 1d6.