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Level 7:
 HP: 38
 BAB: +5
 F/R/W: 2/5/5
 Skills: Craft Traps 7, Disable Device 7, Knowledge Nature 7, Linguistics 7 (Shoanti), Perform
Sing 7, Perform Wind 7, Use Magic Device 7, Slieght of Hand 7, Perform Dance 5, Spellcraft 3,
Climb 1, Disguise 1, Perception 1
 Feats: Extra Performance
 Masterpieces: Lullaby of Ember the Ancient
 Spells: 1: Summon Monster I, 3: Deep Slumber
Level 8:
 HP: 43
 BAB: +6/1
 F/R/W: 2/6/6
 Skills: Craft Traps 8, Disable Device 8, Knowledge Nature 8, Linguistics 8 (Vudrani), Perform
Sing 8, Perform Wind 8, Use Magic Device 8, Slieght of Hand 8, Perform Dance 6, Spellcraft 4,
Climb 1, Disguise 1, Perception 1
 Charisma: +1
 Masterpieces: At the Heart of it All
Level 9:
 HP: 48
 BAB: +6/1
 F/R/W: 3/6/6
 Skills: Craft Traps 9, Disable Device 9, Knowledge Nature 9, Linguistics 9 (Skald), Perform Sing
9, Perform Wind 9, Use Magic Device 9, Slieght of Hand 9, Perform Dance 7, Spellcraft 4,
Appraise, 1, Climb 1, Disguise 1, Perception 1
 Feats: Spellsong
 Spells: 3: Cure Serious Wounds
Level 10:
 HP: 53
 BAB: +7/2
 F/R/W: 3/7/7
 Skills: Craft Traps 10, Disable Device 10, Knowledge Nature 10, Linguistics 10 (Shadowtongue),
Perform Sing 10, Perform Wind 10, Use Magic Device 10, Slieght of Hand 10, Perform Dance 8,
Spellcraft 5, Appraise, 1, Climb 1, Disguise 1, Perception 1
 Spells: Lose level 3: Cure Serious Wounds, Level 2: Cure Moderate Wounds, Level 4: Dimension
Door, Song of Kyorin
 Versatile Performance: Dance
 Masterpieces: Requiem of the Fallen Priest King
Level 11:
 HP: 58
 BAB: +8/3
 F/R/W: 3/7/7
 Skills: Craft Traps 11, Disable Device 11, Knowledge Nature 11, Linguistics 11 (Hallit), Perform
Sing 11, Perform Wind 11, Use Magic Device 11, Slieght of Hand 11, Perform Dance 9, Spellcraft
5, Appraise, 1, Climb 1, Disguise 1, Perception 1, Stealth 1
 Animal Friend: Canines
 Feats: Extra Performance
 Spells: 1: Tap Inner Beuty, 4: Summon Accuser
Level 12:
 HP: 63
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BAB: +9/4

F/R/W: 4/8/8

Skills: Craft Traps 12, Disable Device 12, Knowledge Nature 12, Linguistics 12 (Polyglot), Perform Sing 12, Perform Wind 12, Use Magic Device 12, Slieght of Hand 12, Perform Dance 10, Spellcraft 5, Appraise, 1, Climb 1, Disguise 1, Intimidate +1, Perception 1, Stealth 1

Strength: +1 Spells: 1: