

## Aewendir Taraben

Player: Scott David Gray

No Gender Elf Bard (Animal Speaker, Celebrity) 6, Grand Lodge faction - CR 5

Neutral Good Humanoid (Elf); Deity: **Shelyn**; Age: **124**;  
Height: **6' 3"**; Weight: **133lb.**; Eyes: **Green**; Hair: **Red**; Skin:  
**Dark intermediate**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>10/12</b>	<b>0/+1</b>	
<b>INT</b> INTELLIGENCE	<b>16</b>	<b>+3</b>	
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>	
<b>CHA</b> CHARISMA	<b>17</b>	<b>+3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+3</b>	=	<b>+2</b>	<b>+1</b>			
	Trapspringer's gloves: +1 Luck bonus vs. traps						

<b>REFLEX</b> (DEXTERITY)	<b>+8</b>	=	<b>+5</b>	<b>+3</b>			
	Trapspringer's gloves: +1 Luck bonus vs. traps						

<b>WILL</b> (WISDOM)	<b>+4</b>	=	<b>+5</b>	<b>-1</b>			
	Trapspringer's gloves: +1 Luck bonus vs. traps						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>18</b>	=	<b>10</b>	<b>+5</b>		<b>+3</b>			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>13</b>	<b>15</b>				

<b>CM Bonus</b>	<b>+4</b>	=	<b>+4</b>	<b>0</b>	<b>-</b>	<b>-</b>
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CM Defense	BAB	Strength	Dexterity	Size		
<b>17</b>	=	<b>10</b>	<b>+4</b>	<b>0</b>	<b>+3</b>	<b>-</b>

<b>Base Attack</b>	<b>+4</b>	<b>HP</b>	<b>39</b>
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Initiative	Speed	Damage / Current HP
<b>+5</b>	<b>30 ft</b>	

**+1 Shortbow**

Ranged, both hands: **+8, 1d6+1** Crit: x3  
Rng: 60'  
2-hand, P

**Arrows**

Main hand: **+0, 1d4** Crit: x2  
Ammo, P

Character Number: 14034 - 21



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
Run: +4 to jump with a running start				
<b>Appraise</b>	<b>+3</b>	INT (3)	-	
<b>Bluff</b>	<b>+12</b>	CHA (3)	-	
<b>Climb</b>	<b>+4</b>	STR (0)	1	
<b>Craft (traps)</b>	<b>+14</b>	INT (3)	6	
<b>Diplomacy</b>	<b>+12</b>	CHA (3)	-	
<b>Disable Device</b>	<b>+15</b>	DEX (3)	6	
Trapspringer's gloves: +5 Competence bonus to disarm traps				
<b>Disguise</b>	<b>+17</b>	CHA (3)	1	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+12</b>	CHA (3)	-	
Animal Friend: +4 regarding rats and birds, Animal Friend: +4 regarding birds				
<b>Heal</b>	<b>-1</b>	WIS (-1)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (Any)</b>	<b>+6</b>	INT (3)	-	
<b>Knowledge (nature)</b>	<b>+15</b>	INT (3)	6	
<b>Linguistics</b>	<b>+12</b>	INT (3)	6	
<b>Perception</b>	<b>+3</b>	WIS (-1)	1	
<b>Perform (dance)</b>	<b>+12</b>	CHA (3)	6	
<b>Perform (sing)</b>	<b>+12</b>	CHA (3)	6	
<b>Perform (wind instruments)</b>	<b>+12</b>	CHA (3)	6	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+12</b>	WIS (-1)	-	
<b>Sleight of Hand</b>	<b>+12</b>	DEX (3)	6	
<b>Spellcraft</b>	<b>+9</b>	INT (3)	3	

Skills				
Skill Name	Total	Ability	Ranks	Temp
☑Stealth	<b>+3</b>	DEX (3)	-	
Survival	<b>-1</b>	WIS (-1)	-	
☑Swim	<b>+0</b>	STR (0)	-	
Use Magic Device	<b>+12</b>	CHA (3)	6	

Feats	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Augment Summoning	Summoned creatures have +4 to Strength and Constitution.
Bard Weapon Proficiencies	You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.
Harmonic Spell	Casting spells extends duration of bardic performance
Run (Fleet-Footed)	Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency - All	Proficient with all simple weapons.
Spell Focus (Conjuration)	Spells from one school of magic have +1 to their save DC.

Traits	
Inner Beauty (1/day)	Once per day, you can manifest your faith in your goddess and gain a +4 trait bonus to a single Bluff, Craft, Diplomacy, or Perform skill check. You can choose to use this trait immediately after making the skill check.
Vagabond Child (urban) (Disable Device)	Choose from Disable Device, Escape Artist or Sleight of Hand. It is a class skill and gains +1.

Dagger	
Main hand: <b>+4, 1d4</b>	Crit: 19-20/x2
Ranged: <b>+7, 1d4</b>	Rng: 10' Light, P/S
Dagger	
Main hand: <b>+4, 1d4</b>	Crit: 19-20/x2
Ranged: <b>+7, 1d4</b>	Rng: 10' Light, P/S
Dagger	
Main hand: <b>+4, 1d4</b>	Crit: 19-20/x2
Ranged: <b>+7, 1d4</b>	Rng: 10' Light, P/S
Dagger	
Main hand: <b>+4, 1d4</b>	Crit: 19-20/x2
Ranged: <b>+7, 1d4</b>	Rng: 10' Light, P/S

Experience & Wealth
Experience Points: <b>16/18</b>
Current Cash: <b>58 PP, 5 GP, 5 GP of Valuables</b>
Grand Lodge: <b>Fame: 28, PP: 22</b>

Gamin the Misforged	
Main hand: <b>+3, 1d8-1</b>	Crit: x2
Both hands: <b>+3, 1d8-1</b>	1-hand, S
<b>Intelligence</b>	
<b>Alignment</b> Neutral Good; <b>Ego</b> 3	
<b>Senses</b> 30 ft (Normal)	
INT 10 (+0), WIS 11 (+0), CHA 10 (+0)	
<b>Communication</b> Speech	
<b>Languages</b> Common	
<b>Powers</b> Communication (Speech), Spell (0) (At will)	
<b>Skills</b> Appraise 0/+0, Bluff 0/+0, Diplomacy 0/+0, Disguise 0/+0, Heal 0/+0, Intimidate 0/+0, Perception 0/+0, Sense Motive 0/+0, Survival 0/+0	

Silver Rapier	
Main hand: <b>+4, 1d6-1</b>	Crit: 18-20/x2
Both hands: <b>+4, 1d6-1</b>	1-hand, P
Unarmed strike	
Main hand: <b>+4, 1d3</b>	Crit: x2
	Light, B, Nonlethal

+1 Mithral Chain shirt	
<b>+5</b>	Max Dex: +6, Armor Check: - Spell Fail: 10%, Light

Gear	
<b>Total Weight Carried: 30.26/100lbs, Light Load (Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)</b>	
+1 Mithral Chain shirt	12.5 lbs
+1 Shortbow	2 lbs
Arrows x40 <In: Dropped to ground (50 @	0.15 lbs
Artisan's tools, masterwork (Craft [traps]) <In:	5 lbs
Backpack (10 @ 8.5 lbs) <In: Dropped to ground (50	2 lbs
Belt of mighty constitution +2	1 lb
Brooch (worth 5 gp)	-
Caltrops <In: Backpack (10 @ 8.5 lbs)>	2 lbs
Canary x5 <In: Dropped to ground (50 @	0.5625 lbs
Continual Flame Rope of Climbing, See everburning	-
Dagger <In: Dropped to ground (50 @ 27.3125 lbs)>	1 lb
Dagger <In: Dropped to ground (50 @ 27.3125 lbs)>	1 lb
Dagger <In: Dropped to ground (50 @ 27.3125 lbs)>	1 lb
Dagger	1 lb
Feather token (bird)	-
Flint and steel <In: Backpack (10 @ 8.5 lbs)>	-
Gamin the Misforged	2 lbs
Grappling arrow	0.5 lbs
Hat of disguise	-
Holy symbol, silver (Shelyn)	1 lb
Ink, black <In: Backpack (10 @ 8.5 lbs)>	-
Inkpen <In: Backpack (10 @ 8.5 lbs)>	-
Kite, simple <In: Backpack (10 @ 8.5 lbs)>	-

## Gear

**Total Weight Carried: 30.26/100lbs, Light Load (Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)**

Money	1.26 lbs
Oil of bless weapon x5	-
Oil of daylight <In: Backpack (10 @ 8.5 lbs)>	-
Ring of feather falling	-
Rope of climbing	3 lbs
Siege Boardgame <In: Backpack (10 @ 8.5 lbs)>	1 lb
Silk rope <In: Backpack (10 @ 8.5 lbs)>	5 lbs
Silver Rapier	2 lbs
Sleeves of many garments	1 lb
Stationery <In: Backpack (10 @ 8.5 lbs)>	-
String or twine <In: Backpack (10 @ 8.5 lbs)>	0.5 lbs
Thieves' tools, masterwork	2 lbs
Trapspringer's gloves	1 lb
Traveller's outfit (Free)	-
Wand of Cure Light Wounds	-

## Special Abilities

### Allying

An allying weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to one weapon being used by an ally of the wielder. The wielder must have line of sight to the intended ally. As a free action, at the start of

### Animal Friend (ratsandbirds)

An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a

### Bardic Knowledge +3 (Ex)

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

### Bardic Performance (standard action) (17 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use

### Bardic Performance: Attract Rats, 1d3 swarms

At 6th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature

### Bardic Performance: Countersong (Su)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature

### Bardic Performance: Distraction (Su)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard

### Bardic Performance: Gather Crowd (Ex)

At 5th level, the celebrity is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of

### Bardic Performance: Soothing Performance

At 3rd level, an animal speaker can use bardic performance to influence animals. This works like the druid ability wild empathy, except he expends 1 round of bardic performance and makes a Perform check.

### Dreamspeaker

A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, elves with Charisma

### Famous +2 (Absalom)

At 1st level, a celebrity bard may choose a region where he is famous, and within that region, the locals are more likely to react favorably toward the bard. The bard gains a bonus on Diplomacy and Intimidate checks in that area and to influence

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

## Special Abilities

### Minuet of the Midnight Ivy

Your winding, twisting dance is helpful in dodging obstacles and climbing.

**Prerequisite:** Perform (dance) 4 ranks.

### Nature's Speaker

The bard can use *speak with animals* at will on animals of his selected kinds. This ability replaces well-versed.

### Summon Nature's Ally

At 1st level, the animal speaker adds *summon nature's ally I* to his bard spell list and bard spells known as a 1st-level spell. At 4th level (when he gains access to 2nd-level spells) he adds *summon nature's ally II* to his spell list and spells known

### Triple Time

Your lively cadence puts a spring in the step of weary marchers.

**Prerequisite:** Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform

### Versatile Performance (Singing) +12 (Ex)

You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

### Versatile Performance (Wind Instruments) +12 (Ex)

You may substitute the final value of your Perform: Wind Instruments skill for Diplomacy or Handle Animal checks

## Spell-Like Abilities

Comprehend Languages (Envoy) (1/day) (Sp)	<input type="checkbox"/>
Detect Magic (Envoy) (1/day) (Sp)	<input type="checkbox"/>
Detect Poison (Envoy) (1/day) (Sp)	<input type="checkbox"/>
Dream (1/day) (Sp)	<input type="checkbox"/>
Read Magic (Envoy) (1/day) (Sp)	<input type="checkbox"/>

## Tracked Resources

Arrows	<input type="checkbox"/>								
	<input type="checkbox"/>								
	<input type="checkbox"/>								
	<input type="checkbox"/>								
Bardic Performance (standard action) (17 rounds/day)	<input type="checkbox"/>								
	<input type="checkbox"/>								
Dagger	<input type="checkbox"/>								
Dagger	<input type="checkbox"/>								
Dagger	<input type="checkbox"/>								
Dagger	<input type="checkbox"/>								
Feather token (bird)	<input type="checkbox"/>								
Inner Beauty (1/day)	<input type="checkbox"/>								
Oil of bless weapon		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
Oil of daylight			<input type="checkbox"/>						
Wand of Cure Light Wounds	<input type="checkbox"/>								
	<input type="checkbox"/>								
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

## Languages

Celestial	Kelish
Common	Osiriani
Draconic	Sylvan
Elven	Tien
Gnome	Varisian
Goblin	

## Spells & Powers

### **Bard (Animal Speaker, Celebrity) Spell DC: 13 + spell level**

CL: 6 (vs. SR: +6, Concentration: +9)

Melee Touch +4 Ranged Touch +7

Maximum Bard (Animal Speaker, Celebrity) spells known / per day: **6/\*x0; 3/5x1; 3/4x2**

Bard (Animal Speaker, Celebrity) 0: Summon Instrument, Detect Magic, Read Magic, Dancing Lights, Prestidigitation (DC 13), Message

Bard (Animal Speaker, Celebrity) 1: Summon Nature's Ally I, Sleep (DC 15), Cure Light Wounds, Summon Minor Monster

Bard (Animal Speaker, Celebrity) 2: Summon Nature's Ally II, Glitterdust (DC 16), Suggestion (DC 15), Share Language, Communal

## Background

Aewendir was born in Hermea, the product of breeding experiments on elves. When the research money for the experiment dried up the children were turned out; but elves had difficulty finding families to bring them in. Even while still young, in the research center, it was clear that the selective made it possible to enter dreams and to communicate with birds or call on help from the animal kingdom generally.

Aewendir still has the tattooed number 17 on a left thumb, from time in the research facility.

Growing up on the streets, finding (perhaps as a result of the experiments) that one could communicate with birds and get their assistance opening windows and doors, and setting up small traps to protect one's corner on the street. Other useful talents learned on the street included the ability to reliably sprint a four-minute mile reliably in any footwear.

Eventually an elven circus came by, and it was possible to become a singer and bird-trainer with them. This led to an interest in the worship of Shelyn. Work with the circus involved singing, perfecting magics for communicating with others and other flashy tricks, and eventually becoming an apprentice ringleader for the circus.

After the wagon broken down in Absalom, the circus troupe found that there was a returning crowd. And the bird acts became better and better known. So Aewendir become something of a ringleader for the circus, and a local celebrity.

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Emerald elixir boon (Pathfinder Online Kickstarter Backer):  
Species Mimicry: Choose a different race of your creature type with 0 racial Hit Die [human]. You may subtly alter your physical features to resemble those of the selected race, granting you a +3 bonus on Disguise checks to appear as a member of the race.

## Aewendir Taraben – Abilities & Gear

### Augment Summoning **Feat**

Your summoned creatures are more powerful and robust.

**Prerequisite:** Spell Focus (conjuration).

**Benefit:** Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

### Harmonic Spell **Feat**

You can weave bardic music effects into your spellcasting in such a way that your spellcasting and bardic performance become indistinguishable.

**Prerequisite:** Bardic music ability.

**Benefit:** Whenever you cast a spell while you are maintaining a bardic performance, you can maintain the bardic performance for that round without expending one of your rounds of performance for the day. In addition, you can switch from one bardic performance to another as a swift action when you cast a spell while maintaining a bardic performance.

**Appears In:** Inner Sea World Guide, Curse of the Crimson Throne

### Run (Fleet-Footed) **Feat**

You are swift of foot.

**Benefit:** When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

**Normal:** You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

### Spell Focus (Conjuration) **Feat**

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Inner Beauty (1/day) **Trait**

Once per day, you can manifest your faith in your goddess and gain a +4 trait bonus to a single Bluff, Craft, Diplomacy, or Perform skill check. You can choose to use this trait immediately after making the skill check.

**Appears In:** Faiths of Purity

### Vagabond Child (urban) (Disable Device) **Trait**

You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment. Select one of the following skills: Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

**Appears In:** Advanced Player's Guide Traits, Taldor, Echoes of Glory, Ultimate Campaign

### Comprehend Languages (Envoy) (1/day) (Sp) **Racial Ability**

If you have Intelligence 11+, you can cast Comprehend Languages once per day at caster level = character level

### Detect Magic (Envoy) (1/day) (Sp) **Racial Ability**

If you have Intelligence 11+, you can cast Detect Magic once per day at caster level = character level

### Detect Poison (Envoy) (1/day) (Sp) **Racial Ability**

If you have Intelligence 11+, you can cast Detect Magic once per day at caster level = character level

### Dreamspeaker **Unknown**

A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, elves with Charisma scores of 15 or higher may use dream once per day as a spell-like ability (caster level is equal to the elf's character level). This racial trait replaces elven immunities.

**Appears In:** Advanced Player's Guide, Advanced Race Guide

### Low-Light Vision **Racial Ability, Senses**

See twice as far as a human in low light, distinguishing color and detail.

### Read Magic (Envoy) (1/day) (Sp) **Racial Ability**

If you have Intelligence 11+, you can cast Read Magic once per day at caster level = character level

### Animal Friend (ratsandbirds) **Class Ability (Bard)**

An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a starting attitude of at least "indifferent" toward the bard and never attack him unless he attacks them first.

Animal companions and magically controlled animals of the bard's chosen kind can be directed to attack the bard if the controlling creature wins an opposed Charisma check against the bard (this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against the bard with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals. This ability replaces fascinate.

The bard may select another kind at 5th, 11th, and 17th level. This replaces well versed.

### Bardic Knowledge +3 (Ex) **Class Ability (Bard)**

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

## Aewendir Taraben – Abilities & Gear

### **Bardic Performance (standard action) (17 rounds) Class Ability (Bard)**

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

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 and previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

### **Bardic Performance: Attract Rats, 1d3 swarm Class Ability (Bard)**

At 6th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature simple template. At 17th level, the number of swarms he summons increases to 3d3. This ability replaces *suggestion*.

### **Bardic Performance: Countersong (Su) Class Ability (Bard)**

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's 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 non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

### **Bardic Performance: Distraction (Su) Class Ability (Bard)**

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's 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 distraction is already under the effect of a non-instantaneous 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 the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

### **Bardic Performance: Gather Crowd (Ex) Class Ability (Bard)**

At 5th level, the celebrity is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to 1/2 the bard's class level x the result of the bard's Perform check. The crowd gathers over the next 1d10 rounds. If the bard fails to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds. This ability replaces *lore master*.

### **Bardic Performance: Soothing Performance Class Ability (Bard)**

At 3rd level, an animal speaker can use bardic performance to influence animals. This works like the druid ability *wild empathy*, except he expends 1 round of bardic performance and makes a Perform check.

If the bard already has *wild empathy* from another class, he adds the class levels that provide *wild empathy* to the result of his Perform check to influence an animal. This ability replaces *inspire competence*.

### **Famous +2 (Absalom) Class Ability (Bard)**

At 1st level, a celebrity bard may choose a region where he is famous, and within that region, the locals are more likely to react favorably toward the bard. The bard gains a bonus on Diplomacy and Intimidate checks in that area and to influence people from that area.

At 1st level, this region is a settlement or settlements with a total population of 1,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +1. As the celebrity grows more famous, additional areas learn of him (typically places where he has lived or traveled, or settlements adjacent to those where he is known) and his bonuses apply to even more people. At 5th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +2. At 9th level, the region is a settlement or settlements with a total population of up to 25,000 people, and the modifier on Diplomacy and Intimidate checks is +3. At 13th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate is +4. At 17th level and above, the bard's renown has spread far, and most civilized folk know of him (GM's discretion); the bard's modifier on Diplomacy and Intimidate checks is +5.

This ability replaces *inspire courage*.

**Minuet of the Midnight Ivy** **Class Ability (Bard)**

Your winding, twisting dance is helpful in dodging obstacles and climbing.

**Prerequisite:** Perform (dance) 4 ranks.

**Cost:** Feat or 2nd-level bard spell known.

**Effect:** As ivy climbs walls and spills across even the rockiest and most uneven of terrain, so too does your dance propel you across broken stone and up walls. As long as you maintain the performance, whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain; this allows you to take a 5-foot step into difficult terrain. As long as you move laterally at least 10 feet, you may climb as if you had a climb speed equal to your base speed. You may spend the first round of this performance demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece as long as you maintain the performance.

**Use:** 1 bardic performance round per round.

**Action:** 1 full round.

**Appears In:** Ultimate Magic

**Nature's Speaker** **Class Ability (Bard)**

The bard can use *speak with animals* at will on animals of his selected kinds. This ability replaces well-versed.

**Summon Nature's Ally** **Class Ability (Bard)**

At 1st level, the animal speaker adds *summon nature's ally I* to his bard spell list and bard spells known as a 1st-level spell. At 4th level (when he gains access to 2nd-level spells) he adds *summon nature's ally II* to his spell list and spells known as a 2nd-level spell, and so on every 3 levels thereafter, until 16th level when he adds *summon nature's ally VI* to his 6th-level spell list and spells known.

This replaces *mass suggestion*.

**Triple Time** **Class Ability (Bard)**

Your lively cadence puts a spring in the step of weary marchers.

**Prerequisite:** Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform (wind) 3 ranks.

**Cost:** Feat or 1st-level bard spell known.

**Effect:** This bright and spritely tune mimics the sound of human feet, slowly building to a steady, ground-eating pace. When you complete this performance, you affect one ally in hearing range per bard level. This masterpiece increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

**Use:** 1 bardic performance round.

**Action:** 1 minute.

**Appears In:** Ultimate Magic

**Versatile Performance (Singing) +12 (Ex)** **Class Ability (Bard)**

You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

**Versatile Performance (Wind Instruments) +1** **Class Ability (Bard)**

You may substitute the final value of your Perform: Wind Instruments skill for Diplomacy or Handle Animal checks

**Allying (Gamin the Misforged)** **Weapon Power**

An allying weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to one weapon being used by an ally of the wielder. The wielder must have line of sight to the intended ally. As a free action, at the start of her turn before using her weapon, the wielder chooses how to allocate her weapon's enhancement bonus. The bonus to the ally's weapon lasts until the allying weapon's wielder's next turn. The enhancement bonus from the allying weapon does not stack with the enhancement bonus on the ally's weapon (if any).

**Construction**

**Requirements:** Craft Magic Arms and Armor, *magic weapon*; **Cost** +1 Bonus

**Appears In:** Advanced Player's Guide, Ultimate Equipment

**Ring of feather falling** **Ring**

This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

**Construction**

**Requirements:** Forge Ring, *feather fall*; **Cost** 1,100 gp

**Wand of Cure Light Wounds** **Wand**

**Cure Light Wounds, Will half (harmless); see text (DC 12)**

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.

**Belt of mighty constitution +2** **Wondrous Item (Belt)**

This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus to Constitution of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

**Construction**

**Requirements:** Craft Wondrous Item, *bear's endurance*; **Cost** 2,000 gp

**Feather token (bird)** **Wondrous Item**

This item is a small feather that has the power to create a small bird that can be used to deliver a small written message unerringly to a designated target. The token lasts as long as it takes to carry the message. Each token is usable once. A particular feather token has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

**Construction**

**Requirements:** Craft Wondrous Item, *major creation*; **Cost** 150 gp

**Hat of disguise** **Wondrous Item (Head)**

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

**Construction**

**Requirements:** Craft Wondrous Item, *disguise self*; **Cost** 900 gp

### Rope of climbing

### Wondrous Item

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknit itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

#### Construction

**Requirements:** Craft Wondrous Item, *animate rope*; **Cost** 1,500 gp

### Sleeves of many garments

### Wondrous Item (Wrist)

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

#### Construction

**Requirements** Craft Wondrous Item, *disguise self*; **Cost** 100 gp

**Appears In:** Ultimate Equipment

### Trapspringer's gloves

### Wondrous Item (Hands)

These studded leather gloves are reinforced with numerous metal strips that the user can extend or retract as she wills, turning the tip of each finger into a customizable tool useful in examining and disarming traps. While worn, these gloves grant a +5 competence bonus on all Disable Device checks made to disarm traps. In addition, the gloves grant the user a +1 luck bonus on all saving throws made against traps.

#### Construction

**Requirements** Craft Wondrous Item, *find traps*; **Cost** 2,000 gp

**Appears In:** Pathfinder Society Field Guide, Ultimate Equipment

## Aewendir Taraben, Bard (Animal Speaker, Celebrity) 6 – Spells

### Dancing Lights

**Bard 0**

**School:** Evocation [Light]

**Components:** V, S

**Casting Time:** 1 action

**Range:** Medium (100 + 10 ft./level)

**Effect:** Up to four lights, all within a 10-ft.-radius area

**Duration:** 1 minute (D)

**Save:** None

**Resistance:** No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wispes), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights 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, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

### Detect Magic

**Bard 0**

**School:** Divination

**Components:** V, S

**Casting Time:** 1 action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 min./level (D)

**Save:** None

**Resistance:** No

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.

### Message

**Bard 0**

**School:** Transmutation / Air Elemental [language-dependent]

**Components:** V, S, F (a piece of copper wire)

**Casting Time:** 1 action

**Range:** Medium (100 + 10 ft./level)

**Target:** One creature/level

**Duration:** 10 min./level

**Save:** None

**Resistance:** No

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.

## Aewendir Taraben, Bard (Animal Speaker, Celebrity) 6 – Spells

### Prestidigitation

**Bard 0**

**School:** Universal  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 10 ft.  
**Target:** See text  
**Effect:** See text  
**Area:** See text  
**Duration:** 1 hour  
**Save:** DC 13 See text  
**Resistance:** No

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.

### Read Magic

**Bard 0**

**School:** Divination  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

### Summon Instrument

**Bard 0**

**School:** Conjuration (Summoning)  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** 0 ft.  
**Effect:** One summoned handheld musical instrument  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** No

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this spell.

### Cure Light Wounds

**Bard 1**

**School:** Conjuration (Healing)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Save:** Will half (harmless); see text  
**Resistance:** Yes (harmless); see text

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.

**Mythic:** The damage cured increases to 2d8 points of damage + 2 points per caster level (maximum +10). The spell cures up to 1 point of ability damage if the target is a living creature. The target chooses what type of ability damage is cured.

### Sleep

**Bard 1**

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (fine sand, rose petals, or a live cricket)  
**Casting Time:** 1 round  
**Range:** Medium (100 + 10 ft./level)  
**Area:** One or more living creatures within a 10-ft.-radius burst  
**Duration:** 1 min./level  
**Save:** DC 15 Will negates  
**Resistance:** Yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakenings a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

**Mythic:** The spell affects up to 8 Hit Dice of creatures, and you can choose the order in which creatures are affected by the spell. Any effect that would automatically awaken a sleeping creature instead allows it to attempt a new Will saving throw to awaken.

**Augmented (8th):** If you expend three uses of mythic power, you can target all living creatures other than you that have 8 Hit Dice or fewer in a 1-mile radius centered on you. Creatures that fail their saving throws fall asleep for a number of days equal to your tier. You can select a number of creatures up to your tier to not be affected by the spell.

### Summon Minor Monster

**Bard 1**

**School:** Conjuration (Summoning)  
**Components:** V, S, F/DF (a tiny bag and a small candle)  
**Casting Time:** 1 round  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** 1d3 summoned creatures  
**Duration:** 1 round/level (D)  
**Save:** none  
**Resistance:** No

This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals.

**Appears In:** Ultimate Magic

## Aewendir Taraben, Bard (Animal Speaker, Celebrity) 6 – Spells

### Summon Nature's Ally I Bard 1

**School:** Conjuration (Summoning)  
**Components:** V, S, DF  
**Casting Time:** 1 round  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** One summoned creature  
**Duration:** 1 round/level (D)  
**Save:** None  
**Resistance:** No

This spell summons to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells that have expensive material components (such as wish). The spell conjures one of the creatures from the 1st Level list on Table 10-2. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

### Glitterdust Bard 2

**School:** Conjuration / Earth Elemental / Metal Elemental (Creation)  
**Components:** V, S, M (ground mica)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** Creatures and objects within 10-ft.-radius spread  
**Duration:** 1 round/level  
**Save:** DC 16 Will negates (blinding only)  
**Resistance:** No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

### Share Language, Communal Bard 2

**School:** Divination  
**Components:** V, S, M (a page from a dictionary)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creatures touched  
**Duration:** 24 hours split among the recipients  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

This spell functions like *share language* (*Advanced Player's Guide* 243), except you divide the duration in 1-hour increments among the creatures touched.

**Appears In:** Ultimate Combat

### Suggestion Bard 2

**School:** Enchantment (Compulsion) [Mind-Affecting, language-dependent]  
**Components:** V, M (a snake's tongue and a honeycomb)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** 1 hour/level or until completed  
**Save:** DC 15 Will negates  
**Resistance:** Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2).

**Mythic:** Mythic suggestion loses the language-dependent descriptor, and can target one or more living creatures in a 10-foot-radius burst.

### Summon Nature's Ally II Bard 2

**School:** Conjuration (Summoning)  
**Components:** V, S, DF  
**Casting Time:** 1 round  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** One summoned creature  
**Duration:** 1 round/level (D)  
**Save:** None  
**Resistance:** No

This spell functions as *summon nature's ally I*, except that you summon one 2nd-level creature or 1d3 1st-level creatures of the same kind.