

2041 Titanium

Player: Scott David Gray

Bard 1

Rare, Medium, Humanoid, Strix, Talos

Ancestry: Strix Talos (Talos)

Background: Martial Disciple

Deity: **Erastil**

Speed: 25 ft.

Languages: Common, Strix, Varisian

Hit Points	Focus Points	Hero Points
17	2	3 1

Str	Dex	Con	Int	Wis	Cha	
+2	+2	+1	+0	+0	+4	+2 Str +2 Dex +1 Con +0 Int +0 Wis +4 Cha

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

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

☐ **REFLEX** **+5_T** = +3 Base +2 Dex +0 Misc

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

☐ **AC** **15_T** = +13 Base +2 Dex +0 Misc

Defenses

Resistances: electricity 1

Unarmored defense (Trained)

AC: +0, Max Dex: —, Armor Check: —, Speed: —

Composite shortbow (Trained)

Ranged (60 ft.) : **+5/+0/-5** (1d6+1 P, Crit x2 +1d10 P)

Traits: propulsive, deadly d10

Special Abilities

Low-Light Vision

See in dim light as if it were normal light.

Wings

Wings add additional distance to a Leap or Long Jump, no automatic failure if you don't stride before High Jump or Long Jump

Feats

Ferrousoul [Ancestry Feats Selection]

Fist attacks gain modular B, P, S, lose nonlethal trait, and increase damage to 1d6.

Lingering Composition

Learn the *lingering composition* focus spell.

Quick Jump

High Jump or Long Jump as 1 act, without initial Stride.

Spells

Bard spells known (DC 17, attack +7)

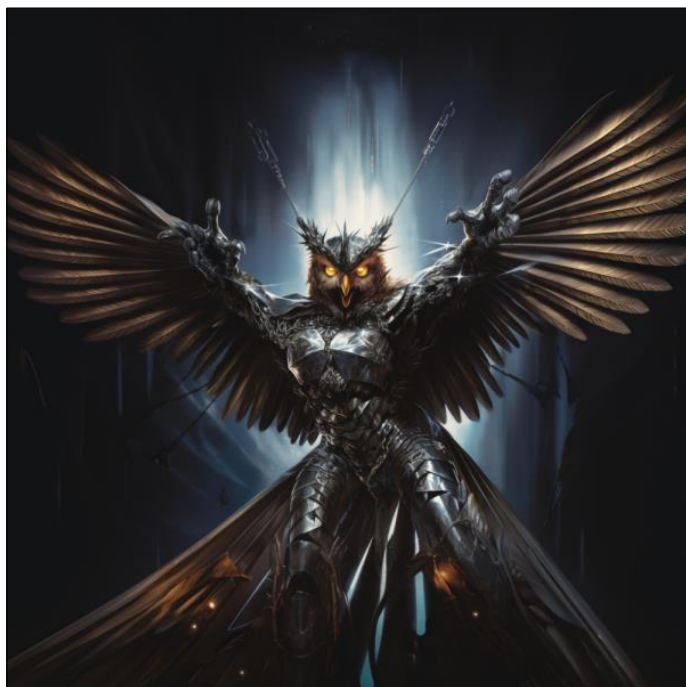
1st (2/day)—*draw ire*^{SoM}, *soothe*, *sure strike*

Cantrip (at will)—*haunting hymn*^{SoM}, *message*, *musical accompaniment*^{LOFB}, *needle darts*, *prestidigitation*

Focus Spells

Counter Performance (1st)

Character Number: 14034 - 2041



Skills

☐	+5_T	Acrobatics _{Dex}
☐	+0_U	Arcana _{Int}
☐	+5_T	Athletics _{Str}
☐	+0_U	Crafting _{Int}
☐	+7_T	Deception _{Cha}
☐	+7_T	Diplomacy _{Cha}
☐	+4_U	Intimidation _{Cha}
☐	+0_U	Medicine _{Wis}
☐	+0_U	Nature _{Wis}
☐	+3_T	Occultism _{Int}
☐	+3_T	Pathfinder Society Lore _{Int}
☐	+7_T	Performance _{Cha}
☐	+0_U	Religion _{Wis}
☐	+0_U	Society _{Int}
☐	+5_T	Stealth _{Dex}
☐	+0_U	Survival _{Wis}
☐	+2_U	Thievery _{Dex}
☐	+3_T	Warfare Lore _{Int}

Weapon Proficiencies

Trained: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, Unarmored Defense

Focus Spells

Courageous Anthem (1st)
Lingering Composition (1st)

Innate Spells

Detect Metal (1st)

Tracked Resources

Arrows

Gear (Encum: 7 bulk, Over: 12 bulk)

Total Bulk Carried: 1.4, Unencumbered

Clothing, ordinary	-
Composite shortbow	1.2
Grappling arrow	L
Money	-
Rope (foot) x50	L

Factions

Radiant Oath
Reputation **Ignored** (0)

Personal Details

Gender: Male; **Age:** 54; **Height:** 7'; **Weight:** 300 lb.; **Eyes:**
Golden eyes; **Hair:** Brass feathers on face and wings;
Skin: Chrome feathers on body

Experience & Wealth

Career Experience Points: **0** (0/12 to 2nd)
Current Cash: **You have no money!**

Quick Jump

(Background Selection, Feat)

Traits: General, Skill

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Low-Light Vision

(Race, Strix)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Resistance to Electricity 1

(Ancestry Heritage Selection)

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a +1 mace or a nonmagical spear. A resistance might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage.

Wings

(Race, Strix)

All strix possess powerful wings. While not all strix focus on honing their flying skills, a strong flap of their wings allows strix to travel longer distances when jumping. When Leaping horizontally, you move an additional 5 feet. You don't automatically fail your checks to High Jump or Long Jump if you don't Stride at least 10 feet first. In addition, when you make a Long Jump, you can jump a distance up to 10 feet further than your Athletics check result, though still with the normal maximum of your Speed.

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

Weapons

Arrows

These projectiles are the ammunition for bows. The shaft of an arrow is made of wood. It is stabilized in flight by fletching at one end and bears a metal head on the other.

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.

Weapon Traits

Deadly d10

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.

Finesse

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

Modular B/P/S

The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between the configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations.

Propulsive

You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though has a weapon group and might have weapon traits. An unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Detect Metal**Cantrip 1****Cantrip 1****Action** [2]

Arcane, Cantrip, Concentrate, Detection, Manipulate, Metal Traditions arcane

Area 30-foot emanation

In-Play Information

Area 30-foot emanation

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+4): Charisma 18 (+4)

•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

You attune yourself to magnetic fields, becoming aware of the presence or absence of metallic objects, veins, and deposits within the area. You can choose to ignore metal you're fully aware of, such as the gear you and your allies wear and carry.

You detect metal hidden by illusions (such as *invisibility*) only if the illusion has a lower rank than your *detect metal* spell. Against deceptive illusions, *detect metal* always notices an absence of metal when a non-metallic object is disguised as metallic. However, if the deception involves disguising one metallic object as another, such as pretending a copper coin is made of gold, *detect metal* registers only the presence of metal, not its type, even if the rank of your *detect metal* spell exceeds that of the illusion effect.

Heightened (3rd) You can discern all types of metal you detected. Your spell can overcome deceptive illusory spells hiding one metal as another if the magic effect's rank is lower than that of your *detect metal* spell.

Appears in Rage of Elements

Courageous Anthem**Cantrip 1****Cantrip 1****Action** [1]

Uncommon, Bard, Cantrip, Composition, Concentrate, Emotion, Mental, Occult

Traditions occult

Area 60-foot emanation

Duration 1 round

In-Play Information

Area 60-foot emanation

Duration 1 round

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+4): Charisma 18 (+4)

•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

You inspire yourself and 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.

Appears in Player Core

Counter Performance**Focus 1****Focus 1****Action** [R]

Uncommon, Bard, Composition, Concentrate, Focus, Fortune, Mental, Occult

Traditions occult

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

Area 60-foot emanation

In-Play Information

Area 60-foot emanation

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+4): Charisma 18 (+4)

•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

Your performance protects you and your allies. Roll a Performance check for a type you know—it must be an auditory performance if the trigger was auditory or a visual one for a visual trigger, and this action gains the traits for the type of performance (page 243). You and allies in the area can use the better result between your Performance check and the saving throw.

Lingering Composition**Focus 1****Focus 1****Action** [F]

Uncommon, Bard, Concentrate, Focus, Occult, Spellshape

Traditions occult

In-Play Information

Critical Success The composition lasts 4 rounds.

Success The composition lasts 3 rounds.

Failure The composition lasts 1 round, but you don't spend the Focus Point for casting this spell.

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+4): Charisma 18 (+4)

•**Base Bonus** (+3): Character Level (+1), Trained Proficiency Modifier (+2)

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.

Critical Success The composition lasts 4 rounds.

Success The composition lasts 3 rounds.

Failure The composition lasts 1 round, but you don't spend the Focus Point for casting this spell.

Haunting Hymn	Cantrip 1
Cantrip 1 Action [2] Auditory, Cantrip, Illusion, Occult, Sonic Traditions occult Cast [2 actions] somatic, verbal Area 15-foot cone Defense Fortitude In-Play Information Cast [2 actions] somatic, verbal Area 15-foot cone Damage 1d8 So Defense DC 17 Fortitude Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) You echo a jarring hymn that only creatures in the area can hear. The hymn deals 1d8 sonic damage, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute. Heightened (+2) The damage increases by 1d8. Appears in Secrets of Magic	
Message	Cantrip 1
Cantrip 1 Action [1] Auditory, Cantrip, Concentrate, Illusion, Linguistic, Mental, Occult, Subtle Traditions occult Range 120 feet Targets 1 creature Duration see below In-Play Information Range 120 feet Targets 1 creature Duration see below Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) You mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message. Heightened (3rd) The spell's range increases to 500 feet.	
Musical Accompaniment	Cantrip 1
Cantrip 1 Action [2] Auditory, Cantrip, Illusion, Occult Traditions occult Cast [2 actions] somatic, verbal Duration 1 minute In-Play Information Cast [2 actions] somatic, verbal Duration 1 minute Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) You're surrounded by orchestral music that shifts and changes to match your behavior. This music provides a +1 status bonus to Performance checks. At the GM's discretion, it provides this bonus to Deception, Diplomacy, and Intimidation checks as the music changes to support you in social situations, though some creatures are unaffected by such obvious attempts to use music to illicit specific emotions. This music moves with you and has a maximum volume equal to four humans shouting. You take a –4 penalty to Stealth checks while the music is playing. You can't control the exact music this spell creates. The music doesn't create intelligible words or singing. You can Dismiss this spell. Heightened (2nd) The duration increases to 10 minutes. Heightened (3rd) The duration increases to 1 hour. Heightened (5th) The duration increases to 24 hours. Appears in Lost Omens Firebrands	

Needle Darts	Cantrip 1	Prestidigitatation	Cantrip 1
Cantrip 1 Action [2] Attack, Cantrip, Concentrate, Manipulate, Metal, Occult Traditions occult Range 60 feet Targets 1 creature Defense AC In-Play Information Range 60 feet Targets 1 creature Ranged Strikes +7 / +2 / -3 Ranged Damage 3d4 P Ranged Crit Damage ×2 +1 pers bleed Defense AC Critical Success The target takes double damage and 1 persistent bleed damage. Success The target takes full damage. Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) Ranged Attack •Proficiency Bonus (+3): Character Level (+1), Trained (+2) •Ability Bonus (4): Charisma +4 You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding. The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack. Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1. Modification for Pathfinder Society Play: Any spells which require metal to function (such as needle darts [page 144]) require the PC to be holding at least one chunk of that metal or an item made of that metal. Critical Success The target takes double damage and 1 persistent bleed damage. Success The target takes full damage. Appears in Rage of Elements	Cantrip 1 Action [2] Cantrip, Concentrate, Illusion, Manipulate, Occult Traditions occult Range 10 feet Targets 1 object (cook, lift, or tidy only) Duration sustained In-Play Information Range 10 feet Targets 1 object (cook, lift, or tidy only) Duration sustained Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) 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 locus or cost for a spell. • 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. <i>Prestidigitatation</i> 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.		

Draw Ire	Spell 1	Sure Strike	Spell 1
Spell 1 Action [2] Emotion, Illusion, Mental, Occult Traditions occult Cast [2 actions] somatic, verbal Range 120 feet Targets 1 creature Duration 1 minute Defense Will		Spell 1 Action [1] Concentrate, Fortune, Occult Traditions occult Duration until the end of your turn	
In-Play Information Cast [2 actions] somatic, verbal Range 120 feet Targets 1 creature Duration 1 minute Damage 1d10 Ment Defense DC 17 Will Critical Success The target is unaffected. Success The target takes half damage and the penalty. The spell ends at the end of the target's next turn. Failure The target takes full damage and the penalty. Critical Failure The target takes double damage, and the status penalty is –2. Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) You cause mental distress to a creature, goading it to strike back at you. You deal 1d10 mental damage to the creature and cause it to take a –1 status penalty to attack rolls against creatures other than you. The creature must attempt a Will saving throw. Heightened (+1) The damage increases by 1d10. Critical Success The target is unaffected. Success The target takes half damage and the penalty. The spell ends at the end of the target's next turn. Failure The target takes full damage and the penalty. Critical Failure The target takes double damage, and the status penalty is –2. Appears in Secrets of Magic		In-Play Information Duration until the end of your turn Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden. Appears in Player Core	
	Soothe		Spell 1
	Spell 1 Action [2] Concentrate, Emotion, Healing, Illusion, Manipulate, Mental, Occult Traditions occult Range 30 feet Targets 1 willing creature Duration 1 minute		
	In-Play Information Range 30 feet Targets 1 willing creature Duration 1 minute Calculation Breakdown Proficiency Level (Trained) •Ability Bonus (+4): Charisma 18 (+4) •Base Bonus (+3): Character Level (+1), Trained Proficiency Modifier (+2) 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.		