

Name	Name		Réveille Serpenteaire		Origin		Montmorency			Race		Tiefling (Rak)		Alignment		LE		Classes		Lvl	BAB	Fort	Ref	Wil	Skills	HP	
	Ht	Wt	66	Eyes	Burnt Or.	Hair	Silver	Size	M	Fav.class	Skald	Belief	Reincarn.	Inspired Blade	5	+5	+1	+4	+1	26	56						
Abilities	Languages		Common, Infernal (tiefling), Draconic														Urban Skald	11	+8	+7	+3	+7	55	95			
	Abil	Total	Mod	Base	Bonus	Lvl inc	Notes														Totals	16	13	8	7	8	81
Armor Class, HP, Init, CMB	STR	13	+1	8	4	1	Pahispisteeet: 3														Saves						
	DEX	25	+7	20	4	1															Fortitude	Class	Con	Enh	Othr	Buff	Buffnote
Armor	CON	18	+4	13	4	1															14	+8	+4	+2	+0	+0	
	INT	12	+1	12	0	0															16	+7	+7	+2	+0	+0	
Armor	WIS	10	+0	8	2	0															Reflex	Class	Dex	Enh	Othr	Buff	
	CHA	22	+6	19	2	1	Fire res: 5														Will	Class	Wis	Enh	Othr	Buff	
Armor	Armor					ACP					Damage					Save Bonus Notes											
	AC	Armr	Shld	Dex	Size	Nat	Def	Ddg	Othr	+0					0					+4 vs sonic/language dependent effects							
Armor	34	+8	+5	+6	+0	+2	+2	+1	+0	Max Dex					+CHA(+6) to will saves against mind-affecting effects												
	Tch			Dex	Size		Def	Dge	Othr	+6																	
Armor	19			+6	+0		+2	+1	+0	Spell Fail																	
	Flat	Armr	Shld		Size	Nat	Def		Othr	0%																	
Armor	27	+8	+5		+0	+2	+2		+0	Stabilize DC		Hit Points		Temp													
	Flat/Touch				Size		Def		Othr	-		151		0													
Armor	12				+0		+2		+0	Init		9				Skills		Spent		81		Armor Pen		+0			
	Combat Maneuver Defence (CMD) (+2 disarm)					CMB					STR	NONE	BAB	Gear	Other												
Armor	Total	BAB	STR	DEX	Size	Buff	Othr	14					1	0	+13	+0	+0										
	34	+13	+1	+7	+0	+0	+3	Note																			
Armor	Name		Type		Bonus		Length		Notes																		
	+4 Asmodean Mithral Chain Shirt		Armor		+8				Max dex 6, ACP 0																		
Armor	Buckler +4		Shield		+5				ACP 0																		
	Bonus from Cat's Grace or Danse		Dexterity		+0				1 from race, 1 from beast tot																		
Armor	Ring of Prot +2		Deflect		+2																						
	Dance of 23 (4AC) / Back of the Crowd (2AC)		Dodge		+0		3rnd		3 rnd/1 ragrnd																		
Armor	Name		Type		Bonus		Length		Notes																		
	Inspired Rage		Dexterity		+0		+1																				
Armor	Barkskin		eNAC		+0		120min		(+5 from Jonna)																		
	Haste		To-hit		+0																						
Armor	Prayer / Good Outsider / Good Hope		Hit/Dmg/S		+0		16 min extd																				
	Heroism		Atk/Sk/Sv		+0		90min		Not auto-applied to skills																		
Armor	Attack Name		Buff		Attacks' to-hit				Dies	FlatD	Buff	Crit	Rng	Type													
	Furious Rapier +1		+0		+22	+17	+12		1d6	+12+5	+0	15-20	5	P													
Armor	Furious Rapier (+3, ON)		+2		+24	+19	+14		1d6	+14+5	+0	15-20	5	P													
	FuriRap (+3) PA		+3		+22	+17	+12		1d6	+20+5	+0	15-20	5	P													
Armor	Deadly Long Bow		+0		+18				1d8	1		20															
	2 Alchemist Fire				+20																						
Armor	PA Thaziol Rapier +1		+1		+23	+18	+13		1d6	+18+5	+0	15-20	5	P													
	Notes		Menacing Swordplay: Intimidate as swift when hitting with rapier. Arrows: 35																								
Armor			+1 trait bonus versus good outsiders to atk & dmg																								
Armor			Feats, Class Abilities, and Other Notes																								
			Traits: Murder. +1 trait bonus to flanking damage. Fencer: +1 to-hit on AoPs made with swords, daggers.																								
Armor			Tiefling: Scaled (Thick) Skin: +5 fire resistance, +1 nat AC. Darkvision 60 ft.																								
			Tiefling: Smite good 1/day, swift action, Cha to attack, HD to dmg. Source: PFCompanion: Agents of Evil.																								
Armor			Tiefling: Beguiling Liar: +4 to Bluff to tell a lie. Source: Inner Sea Races.																								
			Inspired Panache (Ex): Gain Cha+Int panache, gain panache from rapier criticals only. If HD > ½*Swash LVL.																								
Armor			Inspired Finesse (Ex): Weapon finesse with rapier, Weapon focus (rapier)																								
			Level 1 feat: Fencing Grace, add dex to damage with rapier, +2 CMD vs disarm when using rapier.																								
Armor			Deed: Derring-do: +1d6 to Acro/Climb/EA/Fly/Ride/Swim with 1 panache. Exploding sixes up to dex modifier.																								
			Deed: Dodging panache, imm. to move 5ft & gain Cha to dodge AC, provokes AoO, 1 panache.																								
Armor			Deed: Opportune Parry and Riposte: spend 1 panache to AoO to parry. If > attack, attack misses. Imm. to riposte.																								
			Charmed life: 3/day Immediate action Cha to Save roll, before attempting roll.																								
Armor	Kip-up, from prone as move or swift		Menacing Swordplay, intim, as swift					Precise Strike, swash lvl to dmg																			
			Swashbuckler Initiative: When with at least 1 panache, +2 to init.																								
Armor			3rd level feat: Combat Reflexes. Swash 4 bonus feat: Weapon Specialization (rapier).																								
			Nimble: +1 to dodge AC in light/no armor. When dex is denied, this bonus is as well. +1 per 4 levels after lvl3.																								
Armor			Raging Song: Save DC 10 + ½ Skald Level + Cha Mod = 15. Rounds: 3+5+6.																								
			Bardic knowledge (½/level on all knowledge skills (+1 minimum))																								
Armor			Skald 2: Versatile Performance (Oratory). Skald 2: Well-Versed.																								
			5th level feat: Steadfast Personality. Add CHA mod to will saves vs mind-affecting effects.																								
Armor			Proficiencies																								
			Weapons: Simple & Martial. Armor: Light & bucklers.																								
Armor			Favored class: Skald. HP: 11																								
			Experience														0		Money		8189						
Armor			Speed														Fly		Swim		Climb						
			30														0		0		0						

Part 2 of Abilities

Swash 5th: Rapier Training: +1 atk +2 dmg with rapiers, Improved Critical while wielding rapier.

7th: Vile leadership. Organization commands per day: 2. Cohort: Ärjyaska.

Skald 3: **Infuriating Mockery** DC $10 + \frac{1}{2} * (\text{Skald lvl}) + \text{Cha} = 17$

Skald 3rd level Rage Power: **Beast Totem, Lesser**: 2 claw attacks at full bab, 1d6(M) or 1d4(S).

Lvl 8 class skill: Disable Device. Lvl 12 class skill: Fly

Skald 4: Uncanny Dodge, Lvl 9 Feat: Lunge

Skald 5: Spell Kenning 2/day. From bard, cleric, sorc/wizard lists, expending 1 skald spell of same lvl. Full rnd.

Skald 6 Rage Power: **Beast Totem**: +1 NA per 4 lvl. Current: 2.

Lvl 11 Feat: **Outflank**: When flanking same creature, flank bonus increases to +4. Also Aop at friends' tgt on crit.

Skald 7: Versatile Performance: Percussion (Handle Animal, Intimidate)

Skald 7: Lore Master (Ex): 1/day take 20 on any Kn. as Std act. Take 10 on any Knowledge with ranks.

Skald 8: **ImprvUncannyDodge**: Can't be flanked/sneaked unless enemy has 4 more sneak levels than skald.

Level 13 feat: Lingering Performance

Level 14 Skald 9 Ragepw: **Beast Totem, Greater**: Can pounce. Claws are 1d8(M) or 1d6(S) and x3 crit.

Back of the Crowd (Ex): +2 AC when adjacent to 2 or more allies.

Level 15 Feat: **Discordant Voice** (+1d6 Sonic Damage in Bardic Performance)

Skald 10: **Humiliating Defamation (Su)** DC $10 + \frac{1}{2} \text{lvl} + \text{ChaMod}$. 1. and 2. targets. Target has no allies.

