

Ruya Din

Bard 18

N Medium Human Versatile Heritage Humanoid

Perception +28;

Languages None selected

Skills Acrobatics +29, Athletics +0, Crafting +22, Deception +25, Diplomacy +27, Intimidation +25, Lore: Chelaxian History +28, Lore: Theatre +22, Nature +24, Occultism +22, Performance +31, Religion +24, Society +22

Str +0, **Dex** +5, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5

Items +2 Invisibility Glamered Padded Armor, Cloak of Devouring Thorns, Ring of Energy Resistance (Greater) - Fire, Spring Heel, Goggles of Night, Boots of Bounding (Greater), Channel Protection Amulet, Aeon Stone (Pale Lavender Ellipsoid), Aeon Stone (Pink Rhomboid), Aeon Stone (Tourmaline Sphere), Soaring Wings (Greater), Alchemist's Fire (Greater) (10), Barkskin Potion, Truesight Potion, Healing Potion (Greater), Sanguine Fang, Smuggler's Sack II

AC 38; **Fort** +24, **Ref** +29, **Will** +30; *Greater Resolve*

HP 188; **Resistances** fire 10

Accompany ➤ **Trigger** An ally within 30 feet Casts a Spell. You use your performances to supplement an ally's spellcasting, providing magical energy for their spells. Attempt a Performance check, using a very high DC for the ally's level, and either spend a Focus Point (if the triggering spell is a focus spell) or expend a spell slot at least 1 level higher than the triggering spell. If you succeed at the Performance check, your ally's spell doesn't cost the Focus Point or spell slot.

Cloak of Devouring Thorns ➤ **Activate** envision; **Frequency** once per day; **Trigger** You are damaged by a melee attack from an adjacent creature; **Effect** The leaves lash out at your attacker, rising up to reveal snapping jaws made of wicked thorns. The triggering creature must attempt a DC 17 Reflex saving throw.

Success The creature is unaffected. **Failure** The creature takes 1d4 piercing damage. **Critical Failure** The creature takes 2d4 piercing damage and 1 bleed damage.

Aeon Stone (Pale Lavender Ellipsoid) ➤ **Activate** envision; **Frequency** once per day; **Trigger** A spell targets you; **Effect** The stone casts a 6th-level *dispel magic spell* in an attempt to counteract the triggering spell, with a counteract modifier of +22. This can be used only on spells that specifically target you-not area spells that don't have targets. If it succeeds, it counteracts the spell for all targets if other creatures were targeted in addition to you. Each time you activate this aeon stone, attempt a DC 5 flat check. On a failure, the stone permanently turns into a dull gray aeon stone.

Speed 35 feet

Melee Storm Flash +29 (Deadly d8, Disarm, Finesse, Electricity, Evocation, Magical, , ,), **Damage** 3d6+2 P +1d6Electricity

Kip Up ♦ (General, Skill) **Prerequisites** master in Acrobatics You stand up. This movement doesn't trigger reactions.

Trick Magic Item ♦ (General, Manipulate, Skill) **Prerequisites** trained in Arcana, Nature, Occultism, or Religion You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. For example, this might allow a fighter to cast a spell from a wand or allow a wizard to cast a spell that's not on the arcane list using a scroll. You must know what activating the item does, or you can't attempt to trick it. Attempt a check using the skill matching the item's magic tradition, or matching a tradition that has the spell on its list, if you're trying to cast a spell from the item. The relevant skills are Arcana for arcane, Nature for

primal, Occultism for occult, Religion for divine, or any of the four for an item that has the magical trait and not a tradition trait. The GM determines the DC based on the item's level (possibly adjusted depending on the item or situation). If you activate a magic item that requires a spell attack roll or spell DC and you don't have the ability to cast spells of the relevant tradition, use your level as your proficiency bonus and the highest of your Intelligence, Wisdom, or Charisma modifiers. If you're a master in the appropriate skill for the item's tradition, you instead use the trained proficiency bonus, and if you're legendary, you instead use the expert proficiency bonus. **Success** For the rest of the current turn, you can spend actions to activate the item as if you could normally use it. **Failure** You can't use the item or try to trick it again this turn, but you can try again on subsequent turns. **Critical Failure** You can't use the item, and you can't try to trick it again until your next daily preparations.

Quickened Casting ◆ (Concentrate, Metamagic) **Frequency** once per day If your next action is to cast a Bard cantrip or a spell that is at least 2 levels lower than the highest level Bard spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action). **Special** This can only be used on a cantrip or spell from the class matching the one you gained this feat from.

Vigorous Inspiration ◆ (Auditory, Concentrate, Metamagic) You instill magical vigor in your allies when you inspire them to attack. If your next action is to cast the inspire courage composition cantrip, you and all affected allies gain temporary Hit Points equal to 3 + your Charisma modifier that last for 1 minute.

Bon Mot ◆ (Auditory, Concentrate, Emotion, General, Linguistic, Mental, Skill) **Prerequisites** trained in Diplomacy You launch an insightful quip at a foe, distracting them. Choose a foe within 30 feet and roll a Diplomacy check against the target's Will DC. **Critical Success** The target is distracted and takes a -3 status penalty to Perception and Will saves for 1 minute. The target can end the effect early with a retort to your Bon Mot. This can either be a single action that has the concentrate trait or an appropriate skill action to frame their retort. The GM determines which skill actions qualify, though they must take at least 1 action. Typically, the retort needs to use a linguistic Charisma-based skill action. **Success** As critical success, but the penalty is -2. **Critical Failure** Your quip is atrocious. You take the same penalty an enemy would take had you succeeded. This ends after 1 minute or if you issue another Bon Mot and succeed.

Harmonize ◆ (Concentrate, Manipulate, Metamagic) **Prerequisites** maestro muse You can perform multiple compositions simultaneously. If your next action is to cast a composition, it becomes a harmonized composition. Unlike a normal composition, a harmonized composition doesn't end if you cast another composition, and you can cast another composition on the same turn as a harmonized one. Casting another harmonized composition ends any harmonized composition you have in effect.

Storm Flash ◆◆ (Electricity, Evocation, Magical) **Activate** command, envision; **Frequency** once per day; **Effect** You cast a 6th-level lightning bolt (DC 33).

Storm Flash ◆ (Electricity, Evocation, Magical) **Activate** command; **Frequency** once per 10 minutes; **Trigger** An electricity effect targets you or a creature within 10 feet of you, or has you or a creature within 10 feet of you in its area; **Effect** You try to divert the electricity off course, to be absorbed by storm flash. Choose one eligible creature to protect and roll a melee attack roll against the DC of the electricity effect. If you succeed, the chosen creature takes no electricity damage from the triggering effect.

Spring Heel ◆ (Uncommon, Clockwork, Mechanical) **Activate** envision, Interact; **Frequency** once per hour; **Effect** You Stride up to twice your speed or Leap up to 20 feet horizontally and 5 feet vertically.

Goggles of Night ◆ (Invested, Magical, Transmutation) **Activate** Interact; **Frequency** once per day; **Effect** Rotating the lenses 90 degrees, you gain darkvision for 1 hour.

Soaring Wings (Greater) ◆◆ (Invested, Magical, Tattoo, Transmutation) **Activate** command, envision; **Frequency** once per hour; **Effect** For 10 minutes, you gain a fly Speed equal to either your land Speed or 20 feet, whichever is greater.

Smuggler's Sack II ✦ (Uncommon, Conjuraton, Extradimensional, Magical) **Activate** command; **Effect** You speak a secret command word. Depending on which word you use, the sack either opens up to the mundane sack or the extradimensional pocket. You can Interact to put items in or remove them as normal. Capacity 5 Bulk The DC is 23.

Occult Known Spells DC 39, attack +29; **9th** Rip the Spirit (H+4), Reverse Gravity (H+2), Prismatic Sphere (3 slots); **8th** Maze, Prismatic Wall, Spirit Song (3 slots); **7th** Force Cage, Leng Sting, Plane Shift (3 slots); **6th** True Seeing, Teleport, Dominate (3 slots); **5th** Gravitational Pull (H+4), Blink Charge, Biting Words (H+4) (3 slots); **4th** Phantom Pain (H+3), Agitate (H+3), Agitate (H+3) (3 slots); **3rd** Magic Missile (H+2), Enthrall, Charm (H+2) (3 slots); **2nd** Blistering Invective, Dispel Magic, Blur (3 slots); **1st** Animate Rope, True Strike, Liberating Command, Soothe (3 slots); **Cantrips** Dancing Lights, Haunting Hymn, Phase Bolt, Prestidigitation, Musical Accompaniment, Invoke True Name, Message

Focus Spells (2 points) **Counter Performance** ➔ **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.

Inspire Courage ✦ **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 ✦ 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.

Triple Time ✦ **Area** 60-foot emanation **Duration** 1 round You dance at a lively tempo, speeding your allies' movement. You and all allies in the area gain a +10-foot status bonus to all Speeds for 1 round.

Silver's Refrain ✦ **Area** 60-foot emanation **Duration** 1 round Weapon and unarmed attacks by allies in the area are treated as silver. In addition, this spell automatically attempts to counteract any dimension door cast by a devil within the area or cast by a devil attempting to enter the area using dimension door. If a devil attempts to enter the area using dimension door and the spell is counteracted, the devil remains where it started.

Allegro ✦ **Range** 30 feet; **Targets** 1 ally **Duration** 1 round You perform rapidly, speeding up your ally. The ally becomes quickened and can use the additional action to Strike, Stride, or Step.

Additional Feats Additional Lore, Aerobatics Mastery, Allegro, Canny Acumen, Cantrip Expansion, Cat Fall, Courtly Graces, Discordant Voice, Distracting Performance, Fascinating Performance, Haughty Obstinacy, Intimidating Glare, Lingering Composition, Natural Skill, Read Lips, Silver's Refrain, Skill Training, Triple Time, Virtuosic Performer, Well-Versed

Additional Specials Canny Acumen (Reflex), Great Fortitude, Muses (Maestro), Signature Spells, Skill Training (Crafting), Skill Training (Intimidation), Skill Training (Nature), Skill Training (Religion), Skilled (Acrobatics), Skilled (Performance)