

NEOEXODUS ICONICS: CHENO A'GRYN



Male Prymidian Bard 3

LN Medium humanoid

Homeland Dominion

Deity Sanguine Covenant

Init +1 Senses Perception +5

Languages Common, Draconic, Exodite, Enuka, Giant, Prymidian, Sasori

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex);
ACP -1

hp 27 (3d8+9)

Fort +4, Ref +5, Will +3

Defensive Abilities well-versed

OFFENSE

Speed 30ft

Melee mwk longsword +3 (1d8, 19-20) or

Melee sap +2 (1d6 non-lethal) or

Ranged shortbow +4 (1d6, x3)

Bard Spells Known (DC 14+spell level; CL 3rd;
concentration +7)

1st (4/day) - *cure light wounds*, *expeditious retreat*,
grease, *hideous laughter*

0 - *dancing lights*, *daze*, *detect magic*, *flare*, *mage hand*, *prestidigitation*

Spell-Like Ability (CL 3rd; concentration +7)

At will - read magic

STATISTICS

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 9, Cha 18

Base Atk +2 CMB +4 CMD 17

Feats Arcane Strike, Extra Performance, Lunge

Skills Acrobatics +7, Bluff +10, Diplomacy* +10, Intimidate +10, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (all other) +5, Linguistics +10, Perception +5, Perform (oratory) +10, Sense Motive* +10, Spellcraft +8, Use Magic Device +10

SQ bardic knowledge, bardic performance (12 rnds/day), versatile performance

SPECIAL ABILITIES

Versatile Performance (Ex) May use Perform (Oratory) in place of bonus in Diplomacy and Sense Motive.



Well-Versed (Ex) +4 bonus on saves vs. bardic performance, sonic, and language-dependent effects.

EQUIPMENT

mwk chain shirt, mwk longsword, cloak of resistance +1, scroll of *cure light wounds*, 2 x scroll of *sleep*, scroll of *undetectable alignment*, 50gp in nonmagical Equipment

PRYMIIDIAN: THE MASTERS OF LANGUAGE

Prymidians are red-skinned humanoids with a stately demeanor. Prymidians are highly interested in communication and languages. Lore and knowledge are of great value in them.

Though they pride themselves on their intellect, they hardly fit the typical scholar. They tend to be haughty and arrogant.

THE DOMINION

Located in Southwestern Exodus, the burning lands of the Dominion are home to one of the most stable, but also static nation in all of Exodus. In the Dominion, society has changed very little since the first Khagan created the caste system a millenium ago. This set the magically-gift Khans at the top of the order and separating the rest into four classes (the raiders, the shamans, the historians and the casteless).

The Dominion's traditional enemy is the Arman Protectorate whose clockwork warriors have proven to be a match to the Dominion's more mobile armies.

NEOEXODUS ICONICS: CHENO'AGRYN



Male Prymidian Bard 5

LN Medium humanoid

Homeland Dominion

Deity Sanguine Covenant

Init +1 Senses Perception +6

Languages Common, Draconic, Exodite, Euka, Giant, Prymidian, Sasori

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex);
ACP -1

hp 38 (5d8+10)

Fort +4, Ref +8, Will +4

Defensive Abilities well-versed

OFFENSE

Speed 30ft

Melee +1 longsword +4 (1d8+1, 19-20) or

Melee sap +3 (1d6 non-lethal) or

Ranged shortbow +4 (1d6, x3)

Bard Spells Known (DC 15+spell level; CL 5th;
concentration +9)

2nd (3/day) - *glitterdust*, *invisibility*, *mirror image*
(1d4+1 image)

1st (5/day) - *cure light wounds*, *expeditious retreat*,
feather fall, *grease*, *hideous laughter*

0 - *dancing lights*, *daze*, *detect magic*, *flare*, *mage*
hand, *prestidigitation*

Spell-Like Ability (DC 15+spell level; CL 5th;
concentration +9)

At will - *read magic*

STATISTICS

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 10, Cha
20(+2)

Base Atk +3 CMB +5 CMD 18

Feats Arcane Strike, Extra Performance, Lunge, Wyrd
Vision*

Skills Acrobatics +9, Bluff +13, Diplomacy* +13,
Intimidate +13, Knowledge (arcana) +12, Knowledge
(history) +12, Knowledge (local) +12, Knowledge (all
other) +5, Linguistics +10, Perception +6, Perform
(oratory) +13, Sense Motive* +12, Spellcraft +10, Use
Magic Device +11

SQ bardic knowledge (inspire courage +2, inspire
competence +2), bardic performance (16 rnds/day),



lore master (take 10 on Knowledge with ranks, take 20
as a standard action), versatile performance

SPECIAL ABILITIES

Versatile Performance (Ex) May use Perform
(Oratory) in place of bonus in Diplomacy and Sense
Motive.

Well-Versed (Ex) +4 bonus on saves vs. bardic perfor-
mance, sonic, and language-dependent effects.

EQUIPMENT

mwk chain shirt, cloak of resistance +1, headband of
alluring charisma +2, +1 longsword, scroll of *cure light*
wounds, 2x scroll of *cure moderate wounds*, 2 x scroll
of *sleep*, scroll of *undetectable alignment*, wand of
blink with 5 charges, 300gp in nonmagical equipment,
300gp

NEW FEATS

Wyrd Vision Once per day, you may enter an hour-
long meditative trance which causes you to have
visions of your future. Once during the next 24 hours
you may call upon these visions to give you a clue
whether an action taken in the near future will produce
positive results. This takes a full-round action (to
contemplate the vision), and acts as an augury spell
cast at your arcane caster level. (Source: NeoExodus
Campaign Book)

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