

СЕНЕКА ГРЫН: МАЛЕ ПРЯМИТАН БАРАД



НЕДЕХОДУС ИСОНІС:
СЕНЕКА ГРЫН

CHENDAX 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.

CHENDAK GRYN

Male Prymidian Bard 5

LN Medium humanoid

Homeland Dominion

Deity Sanguine Covenant

Init +1 **Senses** Perception +6

Languages Common, Draconic, Exodite, Enuka, 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 performance, 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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