

## ANNAH TASKERHILL'S LEVEL PROGRESSION

LEVEL	HP	AC	MELEE/RANGED	F/R/W	SPELLS/DAY	SPECIAL	FEATS GAINED	ABILITY INCREASE	SPELLS LEARNED	GEAR ACQUIRED
Ari 1/Brd 4	27	16	+5	+2/+5/+6	3/2/0	—	—	—	enthral, suggestion	—
Ari 1/Brd 5	31	17	+5	+2/+5/+6	3/3/1	—	Improved Disarm	—	silent image, mirror image	Ring of protection +1
Ari 1/Brd 6	36	17	+6	+3/+6/+7	3/3/2	Suggestion	—	—	—	Heward's Handy Haversack
Ari 1/Brd 7	40	17	+7	+3/+6/+7	3/3/2/0	—	—	+1 Cha	detect thoughts, charm monster, glibness	Cloak of Charisma +2
Ari 1/Brd 8	45	17	+8	+3/+7/+8	3/3/3/1	Inspire courage +2	Improved Trip	—	lesser geas	+1 rapier
Ari 1/Brd 9	49	17	+8	+4/+7/+8	3/3/3/2	Inspire greatness	—	—	—	Circlet of persuasion
Ari 1/Brd 10	54	17	+9	+4/+8/+9	3/3/3/2/0	—	—	—	scrying, dimension door, dominate person	+1 glamered chain shirt
Ari 1/Brd 11	58	17	+10	+4/+8/+9	3/3/3/3/1	—	Greater Spell Focus (enchantment)	+1 Cha	modify memory	Wand of magic missile (9th)
Ari 1/Brd 12	63	19	+11	+5/+9/+10	3/3/3/3/2	Song of freedom	—	—	—	Amulet of natural armor +2
Ari 1/Brd 13	67	20	+11	+5/+9/+10	3/3/3/3/2/0	—	—	—	freedom of movement, mislead, song of discord	Ring of protection +2
Ari 1/Brd 14	72	21	+12	+5/+10/+11	4/3/3/3/3/1	Inspire courage +3	Extend Spell	—	greater dispel magic	Cloak of Charisma +4, +2 glamered chain shirt
Ari 1/Brd 15	76	21	+13	+6/+10/+11	4/4/3/3/3/2	Inspire heroics	—	+1 Cha	—	Cloak of Charisma +6
Ari 1/Brd 16	81	21	+14	+6/+11/+12	4/4/4/3/3/2/0	—	—	—	unseen servant, seeming, geas/quest, project image	Boots of speed
Ari 1/Brd 17	85	21	+14	+6/+11/+12	4/4/4/4/3/3/1	—	Enlarge Spell	—	tongues, programmed image	Tome of leadership and influence +1
Ari 1/Brd 18	90	21	+15	+7/+12/+13	4/4/4/4/4/3/2	Mass suggestion	—	—	displacement	Ring of shooting stars

Every time Annah gains a level, she gains a number of scrolls. For character levels 5–8, she gains 700 gp in scrolls per level.

For character levels 10–14, she gains 1,125 gp in scrolls per level. And for character levels 15–19, she gains 2,275 gp in scrolls per level. She can cast spells from these scrolls with Use Magic Device, so she usually picks spells that aren't on the bard spell list.

Each time she gains a bard level, Annah adds one rank to Bluff, Diplomacy, Forgery, Gather Information, Knowledge (local), Knowledge (nobility and royalty), Perform (stringed instrument), Tumble, and Use Magic Device.

➔ **Annah Taskerhill, female human aristocrat 1/bard 3:** CR 3; Medium humanoid; HD 1d8+1 plus 3d6+3; hp 22; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +1; Atk or Full Atk +4 melee (1d6–1, masterwork rapier) or +4 ranged (1d8/19–20, masterwork light crossbow); SA fascinate, spells; SQ bardic music, bardic knowledge +5, countersong, inspire

competence, inspire courage +1; AL CN; SV Fort +2, Ref +4, Will +5; Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 16.

**Skills:** Bluff +10, Diplomacy +12, Forgery +9, Gather Information +10, Knowledge (local) +9, Knowledge (nobility and royalty) +9, Perform (stringed instrument) +10, Tumble +4, Use Magic Device +6.

## CORA LATHENMIRE'S LEVEL PROGRESSION

LEVEL	HP	AC	MELEE	RANGED	F/R/W	SPECIAL	FEATS GAINED	ABILITY INCREASE	GEAR ACQUIRED
Ari 1/Swa 4	34	14	+7	+7	+5/+6/+2	—	—	—	—
Ari 1/Swa 5	41	15	+8	+8	+5/+6/+2	Dodge +1	Mobility	—	Ring of protection +1
Ari 1/Swa 6	47	15	+9	+9	+6/+7/+3	—	—	—	—
Ari 1/Swa 7	54	16	+11	+11	+6/+8/+3	Acrobatic charge	—	+1 Dex	Bracers of armor +2*
Ari 1/Swa 8	60	17	+13	+12	+7/+8/+3	Improved flanking	Weapon Focus (rapier)	—	Amulet of natural armor +1
Ari 1/Swa 8/Dul 1	67	19	+15	+14	+7/+11/+3	Canny defense	—	—	Gloves of Dexterity +2
Ari 1/Swa 8/Dul 2	73	20	+16	+15	+7/+12/+3	Improved reaction +2	—	—	Headband of intellect +2
Ari 1/Swa 8/Dul 3	80	21	+19	+16	+8/+12/+3	Enhanced mobility	Improved Critical (rapier)	+1 Str	+2 rapier
Ari 1/Swa 8/Dul 4	86	21	+20	+17	+8/+14/+3	Grace	—	—	Boots of striding and springing
Ari 1/Swa 8/Dul 5	93	23	+21	+18	+8/+14/+3	Precise strike +1d6	—	—	Bracers of armor +4
Ari 1/Swa 8/Dul 6	99	24	+22	+19	+9/+15/+4	Acrobatic charge	Combat Expertise	—	Headband of intellect +4
Ari 1/Swa 8/Dul 7	106	26	+23	+20	+9/+15/+4	Elaborate parry	—	+1 Int	Ring of protection +3
Ari 1/Swa 8/Dul 8	112	26	+24	+21	+9/+16/+4	Improved reaction +4	—	—	Cape of the mountebank
Ari 1/Swa 8/Dul 9	119	26	+25	+22	+10/+16/+5	Deflect Arrows	Spring Attack	—	+2 speed rapier
Ari 1/Swa 8/Dul 10	126	28	+26	+23	+10/+17/+5	Precise strike +2d6	—	—	Bracers of armor +6, ring of evasion

\*Cora no longer wears leather armor at this level.

Each time she gains a swashbuckler level, Cora adds one rank to Balance, Bluff, Escape Artist, Jump, Sense Motive, Swim, and Tumble. Each time she gains a duelist level, Cora adds one rank to Balance, Bluff, Escape Artist, Jump, Perform (dance), Sense Motive,

**Feats:** Combat Expertise, Exotic Weapon Proficiency (whip)<sup>B</sup>, Spell Focus (enchantment), Weapon Finesse.

**Languages:** Common, Elven, Gnome.

**Bard Spells Known (3/2; caster level 3rd):** 0—*dancing lights, detect magic, mage hand, mending, prestidigitation, read magic*; 1st—*charm person* (DC 15), *cure light wounds, expeditious retreat*.

**Possessions:** +1 chain shirt, masterwork rapier, masterwork light crossbow with 20 bolts, *wand of cat's grace* (15 charges), two *potions of cure light wounds*, noble's outfit, masterwork lute, gold ring (80 gp) leather pouch containing 40 gp.

➔ **Cora Lathemire, female human aristocrat 1/swashbuckler 3:** CR 3; Medium humanoid; HD 1d8+1, plus 3d10+3; hp 28; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +4; Atk or Full Atk +6 melee (1d6+2/18–20, +1 rapier) or +6 ranged (1d8+1/x3, masterwork composite longbow); SA insightful strike; SQ grace +1; AL CN; SV Fort +4, Ref +6, Will +2; Str 13, Dex 15, Con 12, Int 14, Wis 8, Cha 10.

**Skills:** Balance +5, Bluff +7, Diplomacy +2, Escape Artist +5, Intimidate +6, Jump +4, Knowledge (nobility and royalty) +6, Listen +3, Perform (dance) +4, Ride +6, Sense Motive +2, Spot +3, Swim +4, Tumble +5.