

Ruya Din

Female human (Chelaxian) bard 17 - CR 16

Chaotic Neutral Humanoid (Human); Deity: **Calistria**; Age: **21**; Height: **5' 4"**; Weight: **145 lb.**; Eyes: **Green**; Hair: **Red**; Skin: **Fair**

Ability	Score	Modifier	Temporary
STR STRENGTH	7	-2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	20/26	+5/+8	

Vain: -2 to all Charisma based checks for 24 hours when you fail an opposed Charisma based check

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10	=	+5	+1	+4		

Well Versed: +4 vs. bardic performance, language-dependent, and sonic

REFLEX (DEXTERITY)	+17	=	+10	+3	+4		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic

WILL (WISDOM)	+15	=	+10	+1	+4		
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Well Versed: +4 vs. bardic performance, language-dependent, and sonic

Energy Resistance, Negative energy (10)	Spell Resistance (18)
Energy Resistance, Positive energy (10)	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25	=	+6		+3		+3	+3	

Touch AC	16	Flat-Footed AC	22
		BAB	Strength
		Size	Misc

CM Bonus	+10	=	+12	-2	-	-
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+12 Disarming

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	26	=	10	+12	-2
				+3	-

28 vs. Disarm

Base Attack	+12	HP	126
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Anatomist: +1 trait bonus to confirm threats

Initiative	+7	Damage / Current HP
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Speed	30 / 40 ft
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+5 agile cruel dueling keen adamantine rapier

Main hand: **+21/+16/+11, 1d6+8** Crit: 15-20/x2

Both hands: **+21/+16/+11, 1d6+8** 1-hand, P

Anatomist: +1 trait bonus to confirm threats

Gladius

Main hand: **+15/+10/+5, 1d6-2** Crit: 19-20/x2

Light, P/S,

Anatomist: +1 trait bonus to confirm threats



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+34	DEX (3)	-	
Boots of striding and springing : +5 competence bonus to jump, Speed greater/less than 30 ft.: +4 to jump				
Appraise	+6	INT (2)	1	
Bluff	+33	CHA (8)	-	
Dueling (- Custom / magic weapon -) : +2 to Feint, Vain : -2 for 24 hours when you fail an opposed Charisma based check				
Climb	+2	STR (-2)	1	
Diplomacy	+33	CHA (8)	-	
Vain : -2 for 24 hours when you fail an opposed Charisma based check				
Disable Device	+1	DEX (3)	-	
Disguise	+33	CHA (8)	-	
Vain : -2 for 24 hours when you fail an opposed Charisma based check				
Escape Artist	+7	DEX (3)	1	
Fly	+34	DEX (3)	-	
Handle Animal	+35	CHA (8)	-	
Vain : -2 for 24 hours when you fail an opposed Charisma based check				
Heal	+1	WIS (1)	-	
Intimidate	+35	CHA (8)	-	
Vain : -2 for 24 hours when you fail an opposed Charisma based check				
Knowledge (dungeoneering)	+23	INT (2)	10	
Knowledge (engineering)	+18	INT (2)	5	
Knowledge (history)	+20	INT (2)	7	
Knowledge (local)	+23	INT (2)	10	
Knowledge (planes)	+19	INT (2)	6	
Linguistics	+6	INT (2)	1	
Perception	+21	WIS (1)	17	
Perform (act)	+33	CHA (8)	17	
Vain : -2 for 24 hours when you fail an opposed Charisma based check				
Perform (dance)	+34	CHA (8)	17	
Vain : -2 for 24 hours when you fail an opposed Charisma based check, Hypnotic tattoo : +2 if tattoo is visible.				

Skills

Skill Name	Total	Ability	Ranks	Temp
Perform (oratory)	+33	CHA (8)	17	
Vain: -2 for 24 hours when you fail an opposed Charisma based check				
Perform (percussion instruments)	+35	CHA (8)	17	
Vain: -2 for 24 hours when you fail an opposed Charisma based check				
Ride	+3	DEX (3)	-	
Sense Motive	+33	WIS (1)	-	
Sleight of Hand	+3	DEX (3)	-	
Spellcraft	+15	INT (2)	10	
Stealth	+8	DEX (3)	7	
Survival	+1	WIS (1)	-	
Area map: +1 circumstance bonus to navigate in the wilderness in Cheliox, Footprint book: +2 circumstance bonus to identify a creature by its tracks, though the use of shoes makes identifying many humanoids difficult or impossible				
Swim	-2	STR (-2)	-	
Use Magic Device	+23	CHA (8)	12	
Vain: -2 for 24 hours when you fail an opposed Charisma based check				

Feats

Armor Proficiency (Light)
 Bard Weapon Proficiencies
 Dazzling Display (Rapier)
 Disheartening Display (Rapier)
 Eschew Materials
 Greater Spell Focus (Enchantment)
 Harmonic Sage
 Harmonic Spell
 Selective Spell
 Shield Proficiency
 Simple Weapon Proficiency - All
 Spell Focus (Enchantment)
 Weapon Finesse
 Weapon Focus (Rapier)

Traits

Anatomist
 Diva in Training (Perform [dance])
 Influence (Intimidate)

Drawbacks

Vain

Light mace

Main hand: **+15/+10/+5, 1d6-2** Crit: x2
 Light, B

Anatomist: +1 trait bonus to confirm threats

Net

Main hand: **+11/+6/+1, entangle** Crit: N/A
 Rng: 10' Light
 Ranged: **+11 ranged touch, entangle**

Anatomist: +1 trait bonus to confirm threats

Shortbow

Ranged, both hands: **+15/+10/+5, 1d6-2** Crit: x3
 Rng: 60' 2-hand, P

Anatomist: +1 trait bonus to confirm threats

Experience & Wealth

Experience Points: **1300000/1,800,000**
 Current Cash: **153 gp, 4 sp**

+5 deathless glamered harmonizing haramaki

+6

Max Dex: -, Armor Check: -
 Spell Fail: 0%, Light

Gear

Total Weight Carried: 21.5/70 lbs, Light Load
(Light: 23 lbs, Medium: 46 lbs, Heavy: 70 lbs)

+5 agile cruel dueling keen adamantite rapier 2 lbs
 +5 deathless glamered harmonizing haramaki 1 lb
 Alchemist's fire x10 <In: Handy haversack (159 @ 1 lb
 Amulet of natural armor +3 -
 Area map (Cheliox) <In: Handy haversack (159 @ 2 lbs
 Arrows x30 <In: Handy haversack (159 @ 0.15 lbs
 Bandolier (2 @ 4 lbs) -
 Bane baldric (5 rounds/day) 1 lb
 Blanket <In: Handy haversack (159 @ 117.14 lbs)> 1 lb
 Blotter <In: Handy haversack (159 @ 117.14 0.2 lbs
 Blunt arrows x60 <In: Handy haversack (159 @ 0.15 lbs
 Boots of striding and springing 1 lb
 Caltrops <In: Bandolier (2 @ 4 lbs)> 2 lbs
 Canteen <In: Handy haversack (159 @ 117.14 lbs)> 1 lb
 Chain (10 ft.) <In: Handy haversack (159 @ 117.14 2 lbs
 Cloak of displacement, minor 1 lb
 Cot <In: Handy haversack (159 @ 117.14 lbs)> 30 lbs
 Entertainer's outfit (Free) <In: Handy haversack (159 @ -
 Footprint book <In: Handy haversack (159 @ 3 lbs
 Gladius <In: Handy haversack (159 @ 117.14 lbs)> 3 lbs
 Goggles of night -
 Grappling arrow <In: Handy haversack (159 @ 0.5 lbs
 Handy haversack (159 @ 117.14 lbs) 5 lbs
 Headband of alluring charisma +6 1 lb
 Hypnotic tattoo -
 Incendiary arrow x20 <In: Handy haversack (159 0.15 lbs
 Inkpen <In: Handy haversack (159 @ 117.14 lbs)> -
 Knife for cutting quills into pens <In: Handy 0.5 lbs
 Light mace <In: Handy haversack (159 @ 117.14 4 lbs
 Manacles, masterwork <In: Handy haversack (159 2 lbs
 Money <In: Handy haversack (159 @ 117.14 3.14 lbs
 Musical instrument, masterwork: Castanets 3 lbs
 Net <In: Handy haversack (159 @ 117.14 lbs)> 6 lbs
 Pen nibs <In: Handy haversack (159 @ 117.14 lbs)> -
 Pigment for making ink <In: Handy haversack 0.2 lbs
 Reinforced scarf 1 lb
 Resplendent robe of the thespian 1 lb
 Ring of protection +3 -
 Rope <In: Handy haversack (159 @ 117.14 lbs)> 10 lbs
 Ruler, small <In: Handy haversack (159 @ 0.1 lbs
 Scarf of the suggestive dance 0.5 lbs
 Shortbow <In: Handy haversack (159 @ 117.14 2 lbs
 Small Glass Orb (spell component for Dungeonsight) 1 lb
 Tangleburn bag x3 <In: Handy haversack (159 @ 5 lbs
 Thieves' tools, masterwork <In: Bandolier (2 @ 4 2 lbs
 Tindertwig x10 <In: Handy haversack (159 @ 117.14 -
 Wand of cat's grace -
 Wand of reduce person (50 charges) -
 Weapon cord -

Ruya Din – Abilities & Gear

Dazzling Display (Rapier) **Feat**

Your skill with your favored weapon can frighten enemies.

Prerequisite: Weapon Focus, proficiency with the selected weapon.

Benefit: While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Disheartening Display (Rapier) **Feat**

Your show of prowess further demoralizes others.

Prerequisites: Dazzling Display, Weapon Focus, base attack bonus +6, proficiency with chosen weapon.

Benefit: When you successfully use Dazzling Display against any shaken, frightened, or panicked opponents, their fear increases by one step. An already panicked creature demoralized by this feat cowers. Once affected by this feat, a creature cannot be affected by it again (by you or anyone else) for 24 hours.

Appears In : Advanced Class Guide

Eschew Materials **Feat**

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Greater Spell Focus (Enchantment) **Feat**

Choose a school of magic to which you have already applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

Prerequisite: Spell Focus.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school to which you already have applied the Spell Focus feat.

Harmonic Sage **Feat**

Your thorough understanding of acoustics in artificial surroundings allows you to improve the power of your bardic performance.

Prerequisites: Bardic performance class feature, Knowledge (engineering) 5 ranks.

Benefit: While inside an artificial structure, you can spend a free action to make a DC 15 Knowledge (engineering) check when you begin your bardic performance. Success on this check allows you to do one of the following.

Self-Harmonize: By performing over the acoustic reverberations of your performance, you increase the DC of your bardic performance effects +1.

Reverberation: You can choose to have the effect of your current bardic performance continue for 1 round after you cease maintaining it, regardless of why you cease maintaining it. You can still have no more than one bardic performance in effect at one time.

Normal: A bardic performance lasts only as long as you maintain it.

Appears In : Ultimate Combat

Harmonic Spell **Feat**

You can weave bardic music effects into your spellcasting in such a way that your spellcasting and bardic performance become indistinguishable.

Prerequisite: Bardic music ability.

Benefit: Whenever you cast a spell while you are maintaining a bardic performance, you can maintain the bardic performance for that round without expending one of your rounds of performance for the day. In addition, you can switch from one bardic performance to another as a swift action when you cast a spell while maintaining a bardic performance.

Appears In : Inner Sea World Guide, Curse of the Crimson Throne

Selective Spell **Feat**

Your allies need not fear friendly fire.

Prerequisite: Spellcraft 10 ranks.

Benefit: When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level.

Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

Appears In : Advanced Player's Guide

Spell Focus (Enchantment) **Feat**

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus (Rapier) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Ruya Din – Abilities & Gear

Anatomist

Trait

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Diva in Training (Perform [dance])

Trait

The opera is perhaps the most important and prestigious form of entertainment offered in Kintargo, and the Kintargo Opera House is among the most famous of its kind. You're hardly a superstar among the performers who've graced the stage there, but you have performed several times before in small parts. Just recently, you got your big break—you'd won a role in the infamous opera Huntress of Heroes, and had been studying for the role furiously before the onset of martial law dashed your plans to the dirt. Now that the Kintargo Opera House has been claimed by Barzillai Thrune, all shows have been canceled and your chance at success seems to have been lost. Yet you can't lose hope. You still practice your skills, and some day, perhaps the Kintargo Opera House will open its doors again, at which point you intend to be center stage!

Choose one type of Perform skill. You gain a +1 trait bonus in that specific Perform skill, and all Perform skills are class skills for you. You also increase the save DCs of all language-dependent spells and effects you create by 1.

Appears In : Hell's Rebels

Influence (Intimidate)

Trait

Your position in society grants you special insight into others, and special consideration or outright awe from others. Choose one of the following skills: Diplomacy, Intimidate, or Sense Motive. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Appears In : Ultimate Campaign

Darkvision (60 feet)

Racial Ability, Senses

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Energy Resistance, Negative energy (10) Unknown

You have the specified Energy Resistance against Negative Energy attacks.

Energy Resistance, Positive energy (10) Unknown

You have the specified Energy Resistance against Positive Energy attacks.

Spell Resistance (18)

Unknown

You have Spell Resistance.

Bardic Knowledge +8 (Ex)

Class Ability (Bard)

A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.

Bardic Performance (swift action, 44 rounds/ Class Ability (Bard)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop and previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Bardic Performance: Countersong (Su) Class Ability (Bard)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Bardic Performance: Dirge of Doom (30 ft.) (S) Class Ability (Bard)

At bard of 8th level or skald of 10th level can create a sense of growing dread in his enemies, causing them to become shaken. This only affects enemies that are within 30 feet and able to hear the character's performance. The effect persists for as long as the enemy is within 30 feet and the bard or skald continues his performance. This cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. This is a sonic mind-affecting fear effect, and relies on audible components.

Bardic Performance: Distraction (Su) Class Ability (Bard)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Bardic Performance: Fascinate (6 targets, DC Class Ability (Bard)

At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat requires the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Bardic Performance: Frightening Tune (DC 21 Class Ability (Bard)

A bard of 14th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bard perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 bard's level + bard's Cha modifier) to negate the effect. If the save succeeds, the bard cannot use frightening tune on that creature again for 24 hours. If the save fails, the creature becomes frightened and flees for as long as the target can hear the bard's performance. Frightening tune relies on audible components.

Bardic Performance: Inspire Competence +5 Class Ability (Bard)

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th).

Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Bardic Performance: Inspire Courage +4 (Su) Class Ability (Bard)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Bardic Performance: Inspire Greatness (3 ally Class Ability (Bard)

A bard of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels a bard attains beyond 9th, he can target one additional ally while using this performance (up to a maximum of four at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Bardic Performance: Inspire Heroics (1 ally) (Class Ability (Bard)

A bard of 15th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Bardic Performance: Soothing Performance (Class Ability (Bard)

A bard of 12th level or higher can use his performance to create an effect equivalent to the *mass cure serious wounds*, using the bard's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to see and hear the bard throughout the performance. Soothing performance relies on audible and visual components.

Bardic Performance: Suggestion (DC 27) (Sp Class Ability (Bard)

A bard of 6th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

A Will saving throw (DC 10 + 1/2 bard's level + bard's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components.

At 18th level, a bard can use this ability against any number of fascinated creatures.

Jack of All Trades: Class skills (Ex) Class Ability (Bard)

At 16th level, the bard considers all skills to be class skills.

Ruya Din – Abilities & Gear

Jack-of-all-trades (use any skill, all skills are **Class Ability** (Bard)

At 10th level, the bard can use any skill, even if the skill normally requires him to be trained.

Lore Master (3/day) (Ex) **Class Ability** (Bard)

A 5th level bard or 7th level skald becomes a master of many different types of lore, and can choose to take 10 on any Knowledge skill check that he has ranks in. Once per day, the character can take 20 on any Knowledge skill check as a standard action, instead of spending the normal time taking 20 requires. He can use this ability to take 20 on a Knowledge skill check one additional time per day for every six levels he possesses beyond the level needed to gain the ability (to a maximum of three times per day at 17th level bard or 19th level skald).

Versatile Performance (Acting) +33 (Ex) **Class Ability** (Bard)

You may substitute the final value of your Perform: Act skill for Bluff or Disguise checks

Appears In : Not Consolidated Skills

Versatile Performance (Dance) +34 (Ex) **Class Ability** (Ashavic Dancer,

You may substitute the final value of your Perform: Dance skill for Acrobatics or Fly checks

Appears In : Not Consolidated Skills

Versatile Performance (Oratory) +33 (Ex) **Class Ability** (Bard)

You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

Appears In : Not Consolidated Skills

Versatile Performance (Percussion Instrument) **Class Ability** (Bard)

You may substitute the final value of your Perform: Percussion Instruments skill for Handle Animal or Intimidate checks

Appears In : Not Consolidated Skills

Well Versed (Ex) **Class Ability** (Bard)

At 2nd level, the bard or skald becomes resistant to sonic effects. The character gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

Cruel (+5 agile cruel dueling keen adamantine rapier) **Weapon Power**

A *cruel* weapon feeds on fear and suffering. When the wielder strikes a creature that is frightened, shaken, or panicked with a *cruel* weapon, that creature becomes sickened for 1 round. When the wielder uses the weapon to knock unconscious or kill a creature, he gains 5 temporary hit points that last for 10 minutes.

Construction

Requirements: Craft Magic Arms and Armor, *cause fear*, *death knell*; **Cost** +1 Bonus

Appears In : Advanced Race Guide, Ultimate Equipment

Deathless (+5 deathless glamered harmonizing haran) **Armor Power**

This armor protects its wearer from harmful negative and positive energy, including channeled energy. The armor absorbs the first 10 points of positive or negative energy damage per attack that the wearer would normally take. The wearer has a 25% chance to ignore negative levels from any attack. Deathless armor does not block healing of any kind and does not protect against positive or negative energy effects that do not deal damage or bestow negative levels. The *deathless* ability can be applied to armor of any sort, but not shields.

Construction

Requirements: Craft Magic Arms and Armor, *death ward*; **Cost** +1 Bonus

Appears In : Ultimate Equipment

Glamered (+5 deathless glamered harmonizing haran) **Armor Power**

A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Construction

Requirements: Craft Magic Arms and Armor, *disguise self*; **Cost** 1,350 gp

Harmonizing (+5 deathless glamered harmonizing haran) **Armor Power**

Every step taken in *harmonizing* armor produces a symphony of sounds. The armor harmonizes with music played, lyrics sung, and words spoken by its wearer, creating a pleasant counter-melody. Its wearer gains a +5 competence bonus on Perform checks, but takes a –5 penalty on Stealth checks. The wearer can be silent only if he takes no physical actions. The armor also amplifies harmful sounds, and the wearer gains vulnerability to sonic energy damage (sonic energy attacks deal an additional 50% damage to the wearer).

If the wearer has the bardic performance class feature, the *harmonizing* armor causes bonuses and penalties from performances that have an audible component to continue for 1 round after the wearer ceases performing. Beginning a new bardic performance ends the effects of the previous performance immediately. This ability does not stack with the Lingering Performance feat.

The *harmonizing* ability can be applied to any armor, but not shields.

Construction

Requirements: Craft Magic Arms and Armor, *major image* or bardic performance **Cost** +7,500 gp

Appears In : Ultimate Equipment

Area map (Cheliox)

Gear

A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness. It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground.

Appears In : Adventurer's Armory, Ultimate Equipment

Footprint book

Gear

This 50-page tome contains accurate drawings of various common animal, humanoid, and monster tracks, as well as notes on stride length, tread depth, and similarly useful information. The book gives you a +2 circumstance bonus to identify a creature by its tracks, though the use of shoes makes identifying many humanoids difficult or impossible. Though the book can't help you identify unique individuals, it can help you tell an ogre footprint from a troll footprint, or an elf's track from an orc's. Books sold in different areas may have different footprints, depending on what creatures are common to that location.

Appears In : Advanced Player's Guide, Ultimate Equipment

Weapon cord

Gear

Weapon cords are 2-foot-long leather straps that attach your weapon to your wrist. If you drop your weapon or are disarmed, you can recover it as a move action, and it never moves any farther away from you than an adjacent square. However, you cannot switch to a different weapon without first untying the cord (a full-round action) or cutting it (a move action or an attack, hardness 0, 1 hit point). Unlike with a locked gauntlet, you can still use a hand with a weapon cord, though a dangling weapon may interfere with finer actions.

Appears In : Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Wand of reduce person (50 charges)

Wand

Reduce Person, Fortitude negates (DC 11)

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Amulet of natural armor +3

Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +3.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 9,000 gp

Bane baldric (5 rounds/day)

Wondrous Item (Chest)

This ornate sash of embroidered velvet stretches across the chest from shoulder to waist. If the wearer is an inquisitor, she is treated as five levels higher when using her bane and greater bane abilities. If the wearer is not an inquisitor, she gains the bane ability of a 5th-level inquisitor, but must first attune a light or one-handed melee weapon to the baldric by hanging it from the cloth for 24 hours, and can only use the bane ability with the attuned weapon. Attuning a new weapon to the baldric ends the attunement for the previous weapon.

Construction

Requirements: Craft Wondrous Item, *summon monster I*, creator must be an inquisitor; **Cost** 5,000 gp

Appears In : Ultimate Equipment

Boots of striding and springing

Wondrous Item (Feet)

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

Construction

Requirements: Craft Wondrous Item, *longstrider*, creator must have 5 ranks in the Acrobatics skill; **Cost** 2,750 gp

Cloak of displacement, minor

Wondrous Item (Shoulders)

This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves. This displacement works similar to the *blur* spell, granting a 20% miss chance on attacks against the wearer. It functions continually.

Construction

Requirements: Craft Wondrous Item, *blur*; **Cost** 12,000 gp

Goggles of night

Wondrous Item (Eyes)

The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer, they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *darkvision*; **Cost** 6,000 gp

Handy haversack (159 @ 117.14 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Headband of alluring charisma +6 Wondrous Item (Headband)

This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus to Charisma of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*; **Cost** 18,000 gp

Hypnotic tattoo Wondrous Item (Hands)

This arabesque tattoo accentuates the bearer's movements. If the tattoo is visible, the bearer gains a +2 circumstance bonus on Perform (dance) checks.

When the bearer uses a Perform skill or bardic performance, she can choose a creature within 90 feet that she can see and that can see her *hypnotic tattoo*. That creature takes a –2 penalty on Perception and Sense Motive checks while the bearer performs. This is a mind-affecting effect. The bearer can change the target of this effect as a free action on her turn.

Construction

Requirements Inscribe Magical Tattoo, *hypnotism*; **Cost** 450 gp

Appears In : Magical Marketplace

Resplendent robe of the thespian Wondrous Item (Body)

These magnificent vestments disguise the presence of armor as normal clothing (as the *glamered* armor property). When worn by a bard, the robe grants the wearer the following powers:

- Spell resistance 18
- +4 resistance bonus on all saving throws
- +2 enhancement bonus on caster level checks made to overcome spell resistance

Bards and those who fancy themselves actors or performers commission versions of these robes using only the finest fabric.

Construction

Requirements Craft Wondrous Item, *antimagic field*, *break enchantment*, *greater heroism*, *veil* ; **Cost** 37,500 gp.

Appears In : Ultimate Equipment

Scarf of the suggestive dance Wondrous Item (Belt)

This silk scarf is embroidered with all the colors of a flame and tasseled in tiny beads. When wrapped around the hips, it grants the wearer a +5 competence bonus on Perform (dance) checks. The scarf adds +1 to the saving throw DC of the wearer's fascinate and suggestion bardic performances.

Construction

Requirements: Craft Wondrous Item, *hypnotism*; **Cost** 950 gp

Appears In : Murder's Mark

Homeland: City or Metropolis History

If you're a human, you gain access to the Civilized social trait and the Vagabond Child regional trait. If you're a half-elf, you gain access to the Civilized social trait and the Failed Apprentice race trait. If you're a half-orc, you gain access to the Brute race trait and the Vagabond Child regional trait.

Appears In : Ultimate Campaign

Parents: Mother Alive History

Only your mother is alive.

Appears In : Ultimate Campaign

Circumstance of Birth : Heir to a Legacy History

Notes : A la Jesco White

You are the heir to a family with an old name and a distinguished past. Your family might be wealthy or middle class, but your name itself is worth twice your fortunes. You gain access to the Influence social trait and the Rich Parents social trait.

Appears In : Ultimate Campaign

Parent's Profession : Entertainers History

You gain access to the Talented social trait.

Appears In : Ultimate Campaign

Childhood: Competition Champion History

You distinguished yourself at an early age when you won a competition. This might have been a martial contest of arms, a showing of apprentice magicians, high stakes gambling, or something mundane like an eating championship. You gain access to the Influence social trait and the Champion story feat.

Appears In : Ultimate Campaign

Training: Celebrity History

In your formative years, you saw a player or troupe of players perform before an enthralled audience. That's when you decided that you wanted to be up on that stage performing for the adulation of the crowd. As a minor celebrity, you gain access to either the Charming social trait or the Influence social trait.

Appears In : Ultimate Campaign

Influential Associate : The Relative History

There is a relative you were especially close to. To you, this person was the meaning of family. He helped shepherd you into adulthood, teaching you everything you know about the world. You are bound to this person or his memory, and you strive to keep a promise, vow, or oath that you made to him. You gain access to the Oathbound faith trait.

Appears In : Ultimate Campaign

Moral Conflict: Broke a Promise: 1 History

You swore an oath or vow that was important to someone else, but you did not keep your promise.

Appears In : Ultimate Campaign

Moral Conflict: Humiliation: 2 History

You publicly humiliated or scandalized someone with either true or slanderous information.

Appears In : Ultimate Campaign

Moral Conflict: Seducer: 3 History

You tempted or manipulated someone to act in accordance with your whim, careless of whether it was in their own best interests.

Appears In : Ultimate Campaign

Subject: Family member: 0 History

Appears In : Ultimate Campaign

Subject: Noble: 0 History

Appears In : Ultimate Campaign

Motivation: Jealousy: 4 History

Appears In : Ultimate Campaign

Motivation: Pleasure: 5 History

Appears In : Ultimate Campaign

Resolution: Mixed Feelings: 0 History

Sometimes you regret the conflict, but other times you feel as if you didn't have a choice in the matter or that you made the right decision. Most of the time, you just avoid thinking about the conflict. Only you and maybe a select few people know of your involvement.

Appears In : Ultimate Campaign

Romantic Relationships : Several Inconsequential Relationsh History

You have had many lovers but no long-lasting, meaningful relationships.

Appears In : Ultimate Campaign

Drawback: Reputation or Fame History

You've worked hard to establish your identity and reputation, and someone who slanders or insults you must answer for it. You strive to promote your identity to the point where everyone knows your reputation. You gain access to the Vain drawback.

Appears In : Ultimate Campaign

Special Abilities

Bardic Knowledge +8 (Ex)
 Bardic Performance (swift action, 44 rounds/day)
 Bardic Performance: Countersong (Su)
 Bardic Performance: Dirge of Doom (30 ft.) (Su)
 Bardic Performance: Distraction (Su)
 Bardic Performance: Fascinate (6 targets, DC 27) (Su)
 Bardic Performance: Frightening Tune (DC 26) (Sp)
 Bardic Performance: Inspire Competence +5 (Su)
 Bardic Performance: Inspire Courage +4 (Su)
 Bardic Performance: Inspire Greatness (3 allies) (Su)
 Bardic Performance: Inspire Heroics (1 ally) (Su)
 Bardic Performance: Soothing Performance (Su)
 Bardic Performance: Suggestion (DC 27) (Sp)
 Cruel
 Darkvision (60 feet)
 Deathless
 Glamered
 Harmonizing
 Jack of All Trades: Class skills (Ex)
 Jack-of-all-trades (use any skill, all skills are class skills)
 Lore Master (3/day) (Ex)
 Versatile Performance (Acting) +33 (Ex)
 Versatile Performance (Dance) +34 (Ex)
 Versatile Performance (Oratory) +33 (Ex)
 Versatile Performance (Percussion Instruments) +35 (Ex)
 Well Versed (Ex)

Tracked Resources

Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bane baldric (5 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bardic Performance (swift action, 44 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Incendiary arrow	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Lore Master (3/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Net	<input type="checkbox"/>
Tangleburn bag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Wand of cat's grace	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Wand of reduce person (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Languages

Celestial	Draconic
Common	Shae

Spells & Powers

Bard spells known (CL 17th; concentration +25)
Melee Touch +15 Ranged Touch +15
6th (3/day)—*irresistible dance* (DC 26), *pied piping*^{APG} (DC 26), *greater shout* (DC 24)
5th (5/day)—*greater dispel magic*, *frozen note*^{APG} (DC 25), *mislead*, *phantasmal web*^{APG} (DC 23), *seeming* (DC 23), *song of discord* (DC 25)
4th (6/day)—*break enchantment*, *dominate person* (DC 24), *dungeonsight*, *freedom of movement*, *mass ghostbane dirge*^{APG} (DC 22), *greater path of glory*^{ACG}, *shocking image*^{UC}, *shout* (DC 22)
3rd (7/day)—*crushing despair* (DC 23), *communal delay poison*^{UC}, *displacement*, *mass feather step*^{APG}, *haste*, *invisibility sphere*, *remove curse*, *see invisibility*, *slow* (DC 21)
2nd (7/day)—*blistering invective*^{UC} (DC 20), *cacophonous call*^{APG} (DC 22), *cure moderate wounds*, *detect thoughts* (DC 20), *gallant inspiration*^{APG} (DC 20), *glitterdust* (DC 20), *mirror image*, *swipe*, *whip of spiders*^{ACG}
1st (7/day)—*comprehend languages*, *darting duplicate* (DC 19), *expeditious retreat*, *grease*, *hideous laughter* (DC 21), *liberating command*^{UC}, *memory lapse*^{APG} (DC 21), *solid note*^{APG}, *timely inspiration*^{APG} (DC 19)
0th (at will)—*dancing lights*, *lullaby* (DC 20), *mage hand*, *open/close* (DC 18), *prestidigitation*, *summon instrument*

Background

A young woman sat in Aria Park, her fiery red hair in stark contrast with her drab, gray cloak. There was a time, quite recently, when she would've been bedecked with all of the gold and fine embroidery she so adored and would never have been seen in public looking so plain. Sure, the gold was fake and her dresses were often at least a season out of date, but most people's attention had been on her face (or on her body) rather than on her attire, so few noticed. But ever since the High Inquisitor became the Lord Mayor, those days were over; among his many proclamations since declaring martial law was the proscription of such finery -- even fake finery.

But such affectations were not on her mind just then. To any passing dottari, she appeared to be merely a young lady enjoying a light meal of bread and dried figs she had picked up from a taberna. But between bites, unobserved by the dottari, she would sneak looks towards the Kintargo Opera House. Its dome glittered defiantly in the fading evening sun, as if in defiance of the spires of the Church of Asmodeus and Castle Kintargo, imposing even from this distance.

It should have been hers. It would have been hers, were it not for that Alma Crassinus.

Her whole life, Ruya Din had been in the shadow of her mother, Floria, former prima donna of the Kintargo Opera. Once well-known across all of Cheliox, people still spoke about Floria Din's legendary performances and what a shame it was that she was forced into an early retirement due to that injury. After ensuring that Luca was "suitably repaid" for dropping her during her performance and would likewise have his career ended, Floria Din's next task was to train up her replacement: her young daughter, Ruya. If she would only listen. Floria Din had very little patience for anything less than perfection.

Much to her mother's dismay, Ruya did not care for singing. She was however a skilled actress and earned her own glowing reputation with her suggestive dancing, punctuated by her use of castanets. She may not have gotten there the way her mother wanted her to, but even she was almost proud the day when Ruya learned she had gotten the coveted part of the Huntress in the infamous play, Huntress of Heroes, to be performed in the grand Kintargo Opera House. Until the curtain fell on her dream: the new Lord Mayor had claimed the opera house for himself.

But all was not lost. Ruya had heard rumors that Thrune was casting players for his own, private performances within the opera house. While she would have preferred to perform in front of an adoring audience, the prospect of impressing the most politically powerful people in the city had its own allure. But then she told that little rat, Alma Crassinus, who slept with one of the dottari and weaseled her way into the role. Ruya's role.

Ruya had begun observing the opera house, watching for Alma, waiting for some sort of payback. But Alma never reemerged from within. Ruya even checked her house -- no one had seen her. Something was wrong.

Sourcebooks Used

- **Advanced Class Guide** - Disheartening Display (feat); Path of Glory, Greater (spell); Whip of Spiders (spell)
- **Advanced Player's Guide** - Cacophonous Call (spell); Feather Step, Mass (spell); Frozen Note (spell); Gallant Inspiration (spell); Ghostbane Dirge, Mass (spell); Memory Lapse (spell); Phantasmal Web (spell); Pied Piping (spell); Selective Spell (feat); Solid Note (spell); Timely Inspiration (spell)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Weapon cord (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Dueling (item power); Blunt arrows (weapon); Footprint book (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Anatomist (trait)
- **Advanced Race Guide / Ultimate Equipment** - Cruel (item power)
- **Adventurer's Armory / Pathfinder Adventure Paths / Ultimate Equipment / Varisia, Birthplace of Legends** - Reinforced scarf (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Area map (equipment); Grappling arrow (equipment)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Curse of the Crimson Throne / Inner Sea World Guide** - Harmonic Spell (feat)
- **Dragonslayer's Handbook** - Dungeonsight (spell)
- **Hell's Rebels** - Diva in Training (trait)
- **Hell's Rebels / Pathfinder Society Field Guide** - Agile (item power)
- **Inner Sea Races / Inner Sea World Guide** - Chelaxian (race option)
- **Magical Marketplace** - Hypnotic tattoo (equipment)
- **Melee Tactics Toolbox** - Darting Duplicate (spell)
- **Murder's Mark** - Scarf of the suggestive dance (equipment)
- **Ranged Tactics Toolbox** - Incendiary arrow (weapon)
- **Rise of the Runelords Anniversary Edition** - Swipe (spell)
- **Ultimate Campaign** - Influence (trait); Vain (???)
- **Ultimate Combat** - Blistering Invective (spell); Delay Poison, Communal (spell); Harmonic Sage (feat); Shocking Image (spell)
- **Ultimate Combat / Ultimate Equipment** - Haramaki (armor); Gladius (weapon)
- **Ultimate Equipment** - Deathless (item power); Harmonizing (item power); Bandolier (equipment); Bane baldric (equipment); Canteen (equipment); Cot (equipment); Resplendent robe of the thespian (equipment); Tangleburn bag (equipment)

Title - Ruya Din (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/01/23

XP Reward : 0 XP; **Net Cash** :

- no notes -