

## Lavender Lil



### Female Tiefling Bard 6 - CR 5

Chaotic Neutral Outsider (Native); Deity: **Nocticula**; Age: **18**; Height: **5' 5"**; Weight: **85lb.**; Eyes: **Purple**; Hair: **Coal-black**; Skin: **Pale**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>8</b>	<b>-1</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>16</b>	<b>+3</b>	

Saving Throw    Total    Base    Ability    Resist    Misc    Temp    Notes

**FORTITUDE** (CONSTITUTION)    **+4** = **+2**    **+2**           

**Well Versed**: +4 vs. bardic performance, sonic, and language-dependant effects

**REFLEX** (DEXTERITY)    **+7** = **+5**    **+2**           

**Well Versed**: +4 vs. bardic performance, sonic, and language-dependant effects

**WILL** (WISDOM)    **+5** = **+5**               

**Well Versed**: +4 vs. bardic performance, sonic, and language-dependant effects

**Damage Resistance, Cold (5)**    **Damage Resistance, Fire (5)**  
**Damage Resistance, Electricity (5)**

Total    Armor    Shield    Dex    Size    Natur    Deflec    Dodge    Misc  
**AC**    **16**    =    **+3**        **+2**            **+1**       

**Touch AC**    **13**    **Flat-Footed AC**    **14**

BAB    Strength    Size    Misc  
**CM Bonus**    **+3**    =    **+4**    **-1**    **-**    **-**

BAB    Strength    Dexterity    Size  
**CM Defense**    **16**    = **10**    **+4**    **-1**    **+2**    **-**

Total    Damage / Current HP  
**HP**    **46**   

**Base Attack**    **+4**    **Initiative**    **+2**  
**Speed**    **30 ft**

**+1 Whip**

Mainhand:    Crit: x2  
**+7, 1d3**    1-Hand, S, Disarm, Nonlethal, Reach, Trip

Both Hands:  
**+7, 1d3**

**Masterwork Dagger**

Mainhand: **+7, 1d4-1**    Crit: 19-20/x2  
Rng: 10'  
Ranged: **+7, 1d4-1**    Light, P/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+12</b>	DEX (2)	-	
<b>Appraise</b>	<b>+11</b>	INT (2)	6	
<b>Bluff</b>	<b>+14</b>	CHA (3)	6	
<b>Climb</b>	<b>-1</b>	STR (-1)	-	
<b>Diplomacy</b>	<b>+12</b>	CHA (3)	3	
<b>Disguise</b>	<b>+7</b>	CHA (3)	1	
<b>Escape Artist</b>	<b>+6</b>	DEX (2)	1	
<b>Fly</b>	<b>+12</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (local)</b>	<b>+14</b>	INT (2)	6	
<b>Perception</b>	<b>+4</b>	WIS (0)	1	
<b>Perform (dance)</b>	<b>+12</b>	CHA (3)	6	
<b>Perform (oratory)</b>	<b>+12</b>	CHA (3)	6	
<b>Ride</b>	<b>+2</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+12</b>	WIS (0)	3	
<b>Sleight of Hand</b>	<b>+11</b>	DEX (2)	6	
<b>Stealth</b>	<b>+13</b>	DEX (2)	6	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>-1</b>	STR (-1)	-	

### Feats, Traits & Flaws

Armor Proficiency (Light)  
Bard Weapon Proficiencies  
Exotic Weapon Proficiency (Scarf, bladed)  
Shield Proficiency  
Simple Weapon Proficiency - All  
Still Spell  
Weapon Finesse

### Masterwork Scarf, bladed

Both Hands: **+7, 1d6-1**

Crit: x2  
2-Hand, S, Disarm, Trip

### +1 Glamered Leather armor

**+3**

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

### Gear

**Total Weight Carried: 20/80lbs, Light Load  
(Light: 26lbs, Medium: 53lbs, Heavy: 80lbs)**

+1 Glamered Leather armor	15 lbs
+1 Whip	2 lbs
Indigo Dreams: Ingested DC 13; 1d6/2d6 WIS	-
Masterwork Dagger	1 lb
Masterwork Scarf, bladed	2 lbs
Money	-
Potion of cure moderate wounds	-
Potion of delay poison	-
Riddleport Tea: Ingested DC 15; confusion/fatigue	-
Ring of protection +1	-
Small centipede poison x2	-

### Special Abilities

Bardic Knowledge +3 (Ex)  
 Bardic Performance (standard action) (17 rounds/day)  
 Bardic Performance: Countersong (Su)  
 Bardic Performance: Distraction (Su)  
 Bardic Performance: Fascinate (2 targets) (DC 16) (Su)  
 Bardic Performance: Inspire Competence +2 (Su)  
 Bardic Performance: Inspire Courage +2 (Su)  
 Bardic Performance: Suggestion (DC 16) (Sp)  
 Darkvision (60 feet)  
 Glamered  
 Lore Master (1/day) (Ex)  
 Versatile Dance +12 (Ex)  
 Versatile Oratory +12 (Ex)  
 Well Versed (Ex)

### Spell-Like Abilities

Darkness (1/day) (Sp)

### Tracked Resources

Bardic Performance (standard action) (17 rounds/day)

Lore Master (1/day) (Ex)   
 Masterwork Dagger   
 Potion of cure moderate wounds   
 Potion of delay poison   
 Small centipede poison

### Languages

Common  
Elven

Infernal  
Varisian

### Experience & Wealth

Current Cash: **You have no money!**

### Spells & Powers

**Bard Spell DC: 13 + spell level**

CL: 6 (vs. SR: +6, Concentration: +9)

Melee Touch +6 Ranged Touch +6

Maximum Bard spells known / per day: **6/\*x0; 4/5x1; 4/4x2**

Bard 0: Resistance (DC 13), Lullaby (DC 13), Daze (DC 13), Mending, Prestidigitation (DC 13), Unwitting Ally (DC 13)

Bard 1: Unnatural Lust (DC 14), Expeditious Retreat, Animate Rope, Grease (DC 14)

Bard 2: Sound Burst (DC 15), Detect Thoughts (DC 15), Mirror Image, Invisibility

### Background

Lil's glimmering purple eyes are famous in Riddleport. Although some find her exotic appearance frightening, Lil possesses grace and personal magnetism uncommon in those of fiendish ancestry. Her coal-black hair contrasts sharply with her pale skin, and her heavy curls overshadow her delicate features. Two small horns curve from her temples. Lil favors the flower for which she is named, and she usually wears a sprig of lavender somewhere on her person.

Lil makes all her decisions with survival and independence foremost in her mind.

Seyanna the succubus has initiated both Tommy and Lil into the worship of Nocticula and they both bear her profane gift (Lil: Cha +2)