

Tanna Sybilant

Race:

Tachidoki - Weaselfolk

Abilities and Statistics:

Level - 1 Bard

Movement - 6 squares

Strength - Average [2]

Dexterity - Great [4]

Mentals - Above Average [3]

Defensive Ratings - Total 9, Flat-Footed 5, Touch 9, (5[Base] + 4[Dexterity])

Combat Modifier - $\frac{3}{4}$ [0]

Pain - 1 / 5

Spell Slots:

- Tier 0 - Infinite
- Tier 1 - 0 / 4

Talents:

Greater Dexterity [Talent] - Dexterity category increases, cannot rise above great.

Latching Bite [Racial] - Has a bite that can latch onto things.

Scent [Racial] - Has a strong sense of smell.

Compression [Racial] - Can fit into small spaces as if they were small.

Bardic Casting [Class] - Can use the Weave to cast spells somewhat effectively while using an instrument.

Effective Skills [Class]:

- Persuasion, Performing, Sneaking, Lying.

Bardic Weave Manipulator [Class] - Can interact with the Weave normally while using an instrument, and is effective at using instruments.

Armor and Weapon Proficiencies [Class] - Can use some weapons and light armor.

Spells:

Tier 0:

Detect Magic:

Look into the Weave and see the threads that make up the world.

This spell requires verbal and somatic components. This spell alters your sight.

Prestidigitation:

Create a minor magical effect, such as a spark of flame, a palm sized object that is destroyed easily and cannot sustain itself for more than a minute, little magical lights, or whatever else may fit in this idea.

This spell requires verbal and somatic components, and depending on the effect, may be cast from a long distance.

Tier 1:

Charm Creature:

Enchant a creature into liking you more, even if they really shouldn't. While they will consider you a long-time friend, this does not change their relations with others.

Does not work on certain creatures, such as undead, constructs, or anything without a mind.

This spell automatically succeeds if the differential between mental categories is greater than or equal to two. If mental categories are the same, it is a 50% chance, and plus or minus 25% if within 1 category.

This spell requires verbal and somatic components, and requires the target to be close.

This spell lasts for one hour or until the user harms the target in any way.

Grease:

Cover an item or a large portion of the floor in slippery grease.

Automatically succeeds in tripping creatures or forcing a creature to drop their item if the differential between the user's mental category and the creature's dexterity category is greater than two. If categories are the same, it is a 50% chance, and plus or minus 25% if within 1 category.

This spell requires verbal and somatic components, and requires the item or area to be close.

Silent Image:

Create an illusion of something. This illusion has no sound, smell, texture, or temperature. The illusion stays up for a minute per mental category. The user can move the illusion by focusing, making it appear animated as they envision in their mind or move to another destination.

This spell requires verbal and somatic components. It can target areas very far away.

Vanish:

Turn a creature invisible for a number of turns equal to your mental category. This spell can target one's self. Inflicting any form of harm removes the invisibility.

This spell requires verbal and somatic components, and requires the target to be touched.

Inventory:

Right Hand: Scimitar - Though it has a bit of rust on the edge, it's an agile and deadly weapon. Can use dexterity to determine attacking. I'm proficient with this!

Left Hand: Harmonica - A little rusty, it has a weird symbol on the top of it. Still works though! I'm proficient with this!

Dagger - Swiped and holstered on the sheath on the strap of my bag. Can use dexterity to determine attacking. Easily accessed! I'm proficient with this!

Sickle - A sharp and light weapon. Can use dexterity to determine attacking. I'm proficient with this!

Backpack - A spacious container that can hold a lot of stuff.

- Flame Resin - A sticky resin that ignites extremely easily and burns for some time. Some have taken to slathering it upon their blades, and it's actually quite effective.
- Chakram x1 - Sharp circular disks that you can throw to inflict some serious damage. I can use these!
- Rope, 50ft. - A long and pretty heavy coil of rope.

Cloth Sack - A cloth container to hold small things. Better than trying to carry stuff with just my hands.

- Thread of String - A spool of string!
- Needle - A small needle made of iron or steel? Thin towards the end.
- Pieces of Paper x9 - Pieces of parchment. Useful for writing on, though I don't know what I'd write!
- Quill - A feather quill. Wonder if it's a Saetori's feather?
- Unsealed Ink Bottle - A bottle of ink. It smells really strong!
- Small Mirror - Steel set mirror. Surprisingly clean.
- Potion of Cure Light Wounds x3 - Magical liquid in glass containers, a potion of cure light wounds heals two levels of pain.
- Rock x2 - Weighty, angular stones.
- Lock Picking Kit - A bunch of thin metal tools that I can only assume are for lockpicking. Not that I know the first thing about that.
- Small Coin Pouch - Currently has 6 Gold, 9 Silver, 12 Copper pieces.
- Small Pouch of Chalk Powder - Kind of a weird thing to have, but maybe useful.
- Vial of Universal Dissolvent - It has a faded label of an acronym, D.S. Sealed with a cork stopper. Apparently it's a vial of Universal Dissolvent. It's capable of getting rid of all sorts of sticky things, like spider webs and glue!
- Empty Bottle of Wine - An empty bottle of wine, I used the poison in it to envenom my weapon sickle.
- Eye Key - A key with a stupid eye for a head. No idea what it's for.
- Potion Bottle of Thinweb Venom - Milked from a Thinweb Spider and stored in a potion bottle. Guaranteed to leave behind a bleeding wound and possibly induce some hallucinations.
- Mina's Crummy Map - It's a map of the underground temple, and it is not a good drawing!
- Vial of Wevekil - A Weavetoxin that is very crippling. While a dose this size isn't lethal, it can make a person very nauseous. Its main use is crippling spellcasters, making it extremely difficult to cast spells for a time. Can be introduced via ingestion or injury.
- Vial of Eclipse - A very lethal magical poison that visualizes a person's most primal fear and attempts to kill them of fright. The target either survives the scare or dies immediately. Must be introduced via injury.