

**Azadi Freeman**

NG Human, Bard 1

**Racial Abilities:**

Bonus Feat

Skilled- +1 skill point per level

**Class Abilities:**

Bardic Knowledge- +1 to all knowledge checks (can roll untrained)

Performance [7 rounds/day]- standard to activate, free to maintain

- Countersong: use perform check in place of saves vs sonic or language dependent effect
- Distraction: use perform check in place of saves vs patterns and figments
- Fascinate: fascinate 1 target +1/3 levels; DC 14 Will negates
- Inspire courage: +1 morale vs charm/fear, +1 competence to attack/damage

**Traits:**

Child of the crusades [campaign]

[Inspiring](#) [combat]

**Feats:**

H- Fast Learner

1-[Flagbearer](#)

**Skills:**

Acrobatics +6 (1 rank +3 class +2 Dex)

Diplomacy +7 (1 rank +3 class +3 Cha)

Escape Artist +6 (1 rank +3 class +2 Dex)

Knowledge [arcana] +6 (1 rank +3 class +1 Int +1 bard)

Knowledge [planes] +6 (1 rank +3 class +1 Int +1 bard)

Knowledge [religion] +6 (1 rank +3 class +1 Int +1 bard)

Spellcraft +5 (1 rank +3 class +1 Int)

Stealth +6 (1 rank +3 class +2 Dex)

Use Magic Device +7 (1 rank +3 class +3 Cha)

**Background Skills:**

Linguistics +5 (1 rank +3 class +1 Int)

Perform [sing] +7 (1 rank +3 class +3 Cha)

**Languages:** Abyssal, Celestial, Common, Hallit

**Spells:**

0th- detect magic, light, message, prestidigitation

1st (2/day)- cure light wounds, saving finale

**Equipment:**

Studded leather, squire's outfit [Mendevian Crusaders], wooden light shield

Cold-iron longsword, morningstar, shortbow, 20 arrows

Battle standard

Backpack: scroll of comprehend languages, scroll of nature's paths, flask of acid, waterskin, trail rations (4 days), 2 bottles of wine

7 gold, 6 silver

**Combat Stats:**

Str 14

Dex 14

Con 12

Int 13

Wis 10

Cha 16 (14+2 race)

HP: 10 (1d8 +1 Con +1 FCB)

AC: 16 (touch 12, flat-footed 13); CMD 14

Fort +1, Ref +4, Will +2

Movement 30'

+2 Initiative

Longsword +2, 1d8+2, 19-20/x2; flagbearer +3, 1d8+3

Shortbow +2, 1d6, 20/x3; 60' range

Morningstar +2, 1d8+2, 19-20/x2; flagbearer +3, 1d8+3

**Background:**

Azadi is a tall, dark-skinned, friendly and helpful man who has looked forward to serving in the crusades since he was a boy. His grandfather, Khalil, was brought north as a slave during the Third Mendevian Crusade and fought so bravely and so well that he was awarded his freedom for his service. He took the family-name Freeman to celebrate and all of his descendents have been active in the fight against the demons of the Worldwound ever since.

Azadi isn't as strong or as fast, or as good with magic as some of his cousins but he understands how to move people- how to help them find their courage, how to inspire them. He can carry a pretty decent tune too.

No life is easy in the shadow of the Wardstones, but Azadi's has been pretty good. He has a loving family that encourages him to develop his strengths and find ways to use them, and has many friends among the new generation of crusaders. He knows that it's only a matter of time before violence erupts again, before sadness and death make their presence felt anew; he works daily to try to be ready when it does, but until then he strives to enjoy the good. And, maybe that's a form of readiness too- when evil comes the memory of these good times may be a necessary source of strength.

**Comments:**

Azadi is almost completely core. He's a human bard with no archetypes or anything. His stat points are kind of spread out, so he doesn't really excel in any one area, but in a pinch he can sort of cover/help out with almost any role. His main niche is party buffs. His traits are child of the crusades and inspiring; his feats are flagbearer (which is a party buff) and fast learner (a human feat that lets him take the hp *and* skill point for favored class, and is a prerequisite for improvisation which lets you use any skill untrained). He has a bunch of skills, all pretty typical bard stuff- 'face' skills like diplomacy, some knowledges, acrobatics and stealth. He's by far the weakest of the three pitches, but also the one most able to fit in a very wide range of power levels- on his own he's not great at anything, but since he improves the abilities of his group members he's helpful no matter how their power level compares to his own.