

## Preamble

Blanziflor is not a typical 'power character'. Rather, she's built to be a 'monster lore monster'. I wondered how far you could take monster lore in PFS, where the character manages to chronicle their monster lore tidbits, who share them with others, who share them others, etc etc. As it stands, one could dispense monster lore to fellow PCs...but you can't say how you learned it!.

Musetouched aasimar get a bonus to the 'Perform' skill...but not any specific Perform. This turns a single racial +2 into something like nine +2s from versatile performance 3 by bard 10.

The level of oracle is for the revelations lorekeeper (which boosts Knowledge skills by Cha instead of Int) and sidestep secret (which boosts AC and Reflex by Cha instead of Dex).

The level of unarmed fighter seems counter-intuitive (because of the bad skill points), but it's to get Improved Unarmed Strike and Kirin Style in one go. You could go with the master of many styles monk instead, but that would mean the character would need to be lawful (because MoMS and martial artist don't mix). I went with chaotic good (and the spell selection) to match the lilend azata, for flavor.

Since this character is built for PFS, the extra 'level' on inspire courage and inspire competence is so that you can have 2 level dips, and still get inspire courage +3 and inspire competence +4 by 12th.

All the darkwood gear is to offset the Str 9.

A fun magic item for Blanziflor is the *circlet of persuasion*, which not only boosts her Perform skills, but also her Knowledge skills and Reflex saves (and initiative, and concentration checks, and caster level checks), all for 4,500gp.

Blanziflor is the name of an ancient European hottie (name-checked next to Helen of Troy in *Carmina Burana*). Quatrefoil is an interesting shape, because I originally made Blanziflor as a bard/mindchemist alchemist with two vestigial arm discoveries (so she could always have her harp in hand).

## Blanziflor Quatrefoil

Female musetouched aasimar bard 7/oracle 1/unarmed fighter 1

CG Medium outsider (native)

**Init** +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

**AC** 17, touch 15, flat-footed 12 (+2 armor, +5 Cha)

**hp** 67 (8d8+1d10+18)

**Fort** +6, **Ref** +10, **Will** +9 (+2 vs. evil, +4 vs. bardic performance, sonic, language)

**Resist** acid 5, cold 5, electricity 5

OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +5/+0 (1d3-1)

**Ranged** darkwood shortbow +6/+1 (1d6-1/x3, range 60)

**Special Attacks** bardic performance (24 rounds/day, countersong, distraction, fascinate (3 targets), inspire courage +2, inspire competence +3, suggestion)

**Spell-Like Abilities** (CL 9th, concentration +14)

1/day - *glitterdust* (DC 17)

**Bard Spells Known** (CL 9th, concentration +14)

3rd (4/day) - *charm monster* (DC 18), *cure serious wounds*

2nd (5/day) - *hold person* (DC 17), *invisibility*, *sound burst* (DC 17), *suggestion* (DC 17)

1st (7/day) - *charm person* (DC 16), *cure light wounds*, *identify*, *sleep* (DC 16)

0th (at will) - *dancing lights*, *daze* (DC 15), *detect magic*, *lullaby* (DC 15), *mage hand*, *read magic*

**Oracle Spells Known** (CL 1st, concentration +6)

1st (4/day) - *comprehend languages*, *cure light wounds*, *know the enemy*

0th (at will) - *detect poison*, *guidance*, *purify food and drink*, *stabilize*

**Oracle Revelations** lorekeeper, sidestep secret

**Oracle's Curse** legalistic

STATISTICS

**Str** 9, **Dex** 9, **Con** 14, **Int** 14, **Wis** 14, **Cha** 20

**Base Atk** +6; **CMB** +5; **CMD** 14

**Feats** Angelic Blood, Extra Revelation, Improved Unarmed Strike, Kirin Strike, Kirin Style, Noble Scion (of War), Spellson

**Skills** Bluff +20, Diplomacy +20, Knowledge (arcana) +20, Knowledge (dungeoneering) +14, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +14, Knowledge (nature) +14, Knowledge (nobility) +10, Knowledge (planes) +14, Knowledge (religion) +14, Linguistics +9, Perception +14, Perform (dance) +19, Perform (sing) +19, Perform (string) +21, Sense Motive +19, Spellcraft +10

**Special Qualities** bardic knowledge (+3), versatile performance (sing, string: Bluff, Diplomacy, Sense Motive), lore master (1/day)

**Languages** Common, Celestial, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan

**Gear** darkwood shortbow, 20 arrows, darkleaf cloth leather armor, spell component pouch, darkwood harp

**Traits** Maestro of the Society, Magical Knack

**Favored Class** bard (+1 level for inspire courage and inspire competence, +3 skill ranks)

## Feat Progression

Level	Feat
bard 1	Noble Scion
bard 2/oracle 1	Extra Revelation (lorekeeper)
bard 4/oracle 1	Spellsong
bard 4/oracle 1/unarmed fighter 1	Improved Unarmed Strike, Kirin Style
bard 5/oracle 1/unarmed fighter 1	Angelic Blood
bard 7/oracle 1/unarmed fighter 1	Kirin Strike

## Skill Ranks

Skill	Ranks	Bonus
Bluff	0	+20
Diplomacy	0	+20 (racial mod subsumed by versatile performance)
Knowledge (arcana)	9	+20
Knowledge (dungeoneering)	3	+14
Knowledge (engineering)	0	+8
Knowledge (geography)	0	+8
Knowledge (history)	0	+10
Knowledge (local)	3	+14
Knowledge (nature)	3	+14
Knowledge (nobility)	0	+8
Knowledge (planes)	3	+14
Knowledge (religion)	3	+14
Linguistics	4	+9
Perception	9	+14
Perform (dance)	9	+19
Perform (sing)	9	+19
Perform (string)	9	+22 (trait, mwk harp)
Sense Motive	0	+19
Spellcraft	5	+10
Total	69 (8*7) + (6*1) + (4*1) + 3	