



Edward is the crown prince of Damcyan, and in line to become the seventh king. Although he is required to be educated in politics, Edward shows greater interest in music and often leaves the kingdom disguised as a bard to travel the land with his harp. Edward is introverted around others. He is sensitive and somewhat of a coward, but gains confidence and assists his friends to the best of his abilities strengthened by his love for those he has lost.

Edward is a youthful, blonde man in his mid-twenties, wearing red garments, a cloak and a hat with a feather in it.

Edward Chris von Muir

CR 1

XP 400

Male Hume Bard 1

NG Medium Humanoid
Init +7; **Senses** Perception +5

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
HP 10 (1d8+2); **MP** 2
Fort +1, **Reflex** +5, **Will** +3

Offense

Speed 30 ft.
Melee Rapier +3 (1d6/18-20 x2)
Ranged Dagger +3 (1d4/19-20 x2)
Special Abilities [Bardic Performance](#) (7 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 14), [Inspire Courage](#) +1

Bard Spells Known (Bard CL 1st, Concentration +4)

1st – [Army's Paeon](#), [Distort Speech](#)(DC 14), [Foe Requiem](#) (DC 14), [Inspirational Boost](#), [Quick Etude](#), [Sheepfoe Mambo](#)

0th – [Boom](#) (DC 13), [Song of Serenity](#)

Limit Breaks [Soul Voice](#), [Destructive Shout](#) (60-ft.-cone, 2d6 Non-elemental, Will DC 14 Negates 1 round stun)

Tactics

Edward prefers to stay out of melee combat when possible, supporting his allies from a distance with his songs and bardic performances. If engaged in melee, he will fight back with his rapier.

Statistics

Str 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 13

Feats Weapon Finesse, Improved Initiative

Skills Acrobatics +7, Bluff +7, Diplomacy +7, Disguise +7, Knowledge (nobility) +5, Perception +5, Perform (Harp) +9, Use Magic Device +7

Languages Common, one more

SQ [Minor Aura](#) (Watchful Eye)

Combat Gear Hide Shirt, Rapier; **Other Gear** Dagger x5, Masterwork Harp, Bedroll, Trail Rations x3, 1-Pint Flask, Hemp Rope (50 ft), 33 gil.

*Edward puts his favored class bonus into bonus HP.

**If playing in a game where traits are allowed, Edward gains the “Reactionary”, and “Savant” traits.

Edward Chris von Muir

CR 5

XP 1,600

Male Hume Bard 5

NG Medium Humanoid

Init +7; **Senses** Perception +9

Defense

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 deflect)

HP 38 (5d8+10); MP 11

Fort +2, Reflex +7, Will +5

Defensive Abilities [Well-Versed](#)

Offense

Speed 30 ft.

Melee +1 Rapier +7 (1d6+1/18-20 x2)

Ranged Dagger +6 (1d4/19-20 x2)

Special Attacks [Dissonance](#) (6/day, Base DC 16)

Special Abilities [Bardic Performance](#) (22 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 16), [Inspire Courage](#) +2, [Inspire Competence](#) +2, [Inspiration](#) (2d6), [Troubadour](#) (4/day), [Grant Move Action](#) (1/day)

Bard Spells Known (Bard CL 5th, Concentration +9)

2nd – [Blurring Melody](#) (DC 16), [Foe Lullaby](#) (DC 16), [Harmonic Chorus](#), [Valor Minuet](#)

1st – [Army's Paeon](#), [Distort Speech](#) (DC 15), [Elemental Carol](#), [Foe Requiem](#) (DC 15), [Insidious Rhythm](#) (DC 15), [Inspirational Boost](#), [Knight's Minne](#), [Quick Etude](#), [Saving Finale](#), [Sheepfoe Mambo](#)

0th – [Boom](#) (DC 14), [Ghost Sound](#) (DC 14) [Song of Serenity](#)

Limit Breaks [Soul Voice](#), [Destructive Shout](#) (60-ft.-cone, 4d6 Non-elemental, Will DC 16 Negates 1 round stun)

Tactics

Edward prefers to stay out of melee combat when possible, supporting his allies from a distance with his songs and bardic performances. If engaged in melee, he will fight back with his rapier.

Statistics

Str 10, Dex 16, Con 13, Int 12, Wis 13, Cha 18

Base Atk +3; CMB +3; CMD 17

Feats Weapon Finesse, Improved Initiative, Extra Performance, Skill Focus (Perform)

Skills Acrobatics +7, Bluff +11, Diplomacy +11, Disguise +11, Escape Artist +7, Intimidate +7, Knowledge (nobility) +9, Perception +9, Perform (Harp) +16, Use Magic Device +11

Languages Common, one more

SQ [Minor Aura](#) (Force of Will, Over the Top, Watchful Eye), [Versatile Performance](#) (Dance), [Major Aura](#) +1 (Motivate Urgency), [Additional Song](#) (+1)

Combat Gear +1 Hide Shirt, +1 Rapier, Ring of Protection +1, Wand of Cure (50 Charges, CL1), Ether x2, High Potion x2, Phoenix Down; Other Gear Dagger x5, Masterwork Harp, Bedroll, Trail Rations x3, 1-Pint Flask, Hemp Rope (50 ft), 250 gil.

Edward Chris von Muir

CR 10

XP 9,600

Male Hume Bard 10

NG Medium Humanoid

Init +7; **Senses** Perception +14

Defense

AC 21, touch 15, flat-footed 18 (+6 armor, +3 Dex, +2 deflect)

HP 80 (10d8+30); **MP** 44

Fort +6, **Reflex** +10, **Will** +8

Defensive Abilities [Well-Versed](#)

Offense

Speed 30 ft.

Melee +2 Benevolent Rapier +12/+7 (1d6+2/18-20 x2)

Ranged Dagger +10/+5 (1d4/19-20 x2)

Special Attacks [Dissonance](#) (10/day, Base DC 20), [Resonance](#) (8/day)

Special Abilities [Bardic Performance](#) (33 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 20), [Inspire Courage](#) +2, [Inspire Competence](#) +3, [Inspire Greatness](#), [Tonberry's Grudge](#) (DC 20), [Inspiration](#) (5d6), [Troubadour](#) (5/day), [Grant Move Action](#) (2/day)

Bard Spells Known (Bard CL 10th, Concentration +15)

4th – [Blinding Melody](#) (DC 19), [Valor Minuet II](#)

3rd – [Advancing March](#), [Army's Anthem](#), [Foe Discord](#) (DC 18), [Quick Ballad](#), [Reviving Finale](#), [Romeo's Ballad](#) (DC 18)

2nd – [Blurring Melody](#) (DC 17), [Foe Lullaby](#) (DC 17), [Harmonic Chorus](#), [Learned Etude](#), [Sinewy Etude](#), [Valor Minuet](#)

1st – [Army's Paeon](#), [Distort Speech](#) (DC 16), [Elemental Carol](#), [Foe Requiem](#) (DC 16), [Insidious Rhythm](#) (DC 16), [Inspirational Boost](#), [Knight's Minne](#), [Quick Etude](#), [Saving Finale](#), [Sheepfoe Mambo](#)

0th – [Boom](#) (DC 15), [Ghost Sound](#) (DC 15), [Songbird](#), [Song of Serenity](#)

Limit Breaks [Soul Voice](#), [Destructive Shout](#) (60-ft.-cone, 6d6 Non-elemental, Will DC 20 Negates 1 round stun)

Tactics

Edward prefers to stay out of melee combat when possible, supporting his allies from a distance with his songs and bardic performances. If engaged in melee, he will fight back with his rapier. Edward will heal the party if needed but prefers to save his songs to buff the party.

Statistics

Str 10, **Dex** 16, **Con** 16, **Int** 12, **Wis** 13, **Cha** 20

Base Atk +7/+2; **CMB** +7; **CMD** 21

Feats Weapon Finesse, Improved Initiative, Extra Performance, Skill Focus (Perform), Extra MP, Tonberry's Grudge

Skills Acrobatics +8, Bluff +17, Diplomacy +17, Disguise +17, Escape Artist +10, Intimidate +11, Knowledge (nobility) +14, Perception +14, Perform (Harp) +25, Perform (Sing) +13, Use Magic Device +17

Languages Common, one more

SQ [Minor Aura](#) (Accurate Strike, Determined Caster, Force of Will, Over the Top, Watchful Eye), [Versatile](#)

[Performance](#) (Dance, Oratory, Wind), [Major Aura](#) +2 (Motivate Ardor, Motivate Urgency), [Additional Song](#) (+2), [Skilled Performer](#) (Sing +5), [Clear Mind](#)
Combat Gear +3 Hide Shirt, +2 Benevolent Rapier, Ring of Protection +2, Charm Bracelet, Wand of Cure II (50 Charges, CL3), Hi-Ether x2, X-Potion x2, Phoenix Down x2, Prism Powder; **Other Gear** Dagger x5, Masterwork Harp, Bedroll, Trail Rations x3, 1-Pint Flask, Hemp Rope (50 ft), 250 gil.

Edward Chris von Muir

CR 15

XP 51,200

Male Hume Bard 15

NG Medium Humanoid

Init +8; **Senses** Perception +20

Defense

AC 25, touch 17, flat-footed 21 (+8 armor, +4 Dex, +3 deflect)

HP 168 (15d8+90); **MP** 98

Fort +10, **Reflex** +13, **Will** +11

Defensive Abilities [Well-Versed](#); **Immune** Silence and Curse

Offense

Speed 30 ft.

Melee +3 Lifesurge Rapier +18/+13/+8 (1d6+3/18-20 x2)

Ranged Dagger +11/+6/+1 (1d4/19-20 x2)

Special Attacks [Dissonance](#) (14/day, Base DC 24), [Resonance](#) (10/day)

Special Abilities [Bardic Performance](#) (45 rounds/day), [[Countersong](#), [Distraction](#), [Fascinate](#) (DC 24), [Inspire Courage](#) +3, [Inspire Competence](#) +5, [Inspire Greatness](#), [Tonberry's Grudge](#) (DC 24), [Soothing Performance](#), [Frightening Tune](#) (DC 24), [Inspire Heroics](#)], [Inspiration](#) (7d6), [Troubadour](#) (7/day), [Grant Move Action](#) (4/day), [Encore](#) (7/day)

Bard Spells Known (Bard CL 15th, Concentration +22)

5th – [Body Harmonic](#) (DC 22), [Elemental Threnody III](#) (DC 22), [Foe Requiem III](#) (DC 22), [Music of the Spheres](#), [Quick Etude III](#), [Stunning Finale](#) (DC 22)

4th – [Blinding Melody](#) (DC 21), [Dexterous Etude II](#), [Sinewy Etude II](#), [Spirited Etude II](#), [Valor Minuet II](#), [Wall of Sound](#)

3rd – [Advancing March](#), [Army's Anthem](#), [Foe Discord](#) (DC 20), [Quick Ballad](#), [Reviving Finale](#), [Romeo's Ballad](#) (DC 20)

2nd – [Blurring Melody](#) (DC 19), [Foe Lullaby](#) (DC 19), [Harmonic Chorus](#), [Learned Etude](#), [Sinewy Etude](#), [Valor Minuet](#)

1st – [Army's Paeon](#), [Distort Speech](#) (DC 18), [Elemental Carol](#), [Foe Requiem](#) (DC 18), [Insidious Rhythm](#) (DC 18), [Inspirational Boost](#), [Knight's Minne](#), [Quick Etude](#), [Saving Finale](#), [Sheepfoe Mambo](#)

0th – [Boom](#) (DC 17), [Ghost Sound](#) (DC 17), [Songbird](#), [Song of Serenity](#), [Summon Instrument](#)

Limit Breaks [Soul Voice](#), [Destructive Shout](#) (60-ft.-cone, 8d6 Non-elemental, Will DC 24 Negates 1 round stun)

Tactics

Edward prefers to stay out of melee combat when possible, supporting his allies from a distance with his songs and bardic performances. If engaged in melee he will fight back with his rapier. Edward will heal the party if needed but prefers to save his songs to buff the party. When performing songs, Edward will Maximize or Empower his lower level songs, to optimize their effectiveness.

Statistics

Str 10, **Dex** 18, **Con** 20, **Int** 12, **Wis** 16, **Cha** 24

Base Atk +11/+6/+1; **CMB** +11; **CMD** 28

Feats Weapon Finesse, Improved Initiative, Extra Performance, Skill Focus (Perform), Extra MP, Tonberry's Grudge, Maximize Song(+3 MP), Empower Song (+2 MP), Harmonic Spell

Skills Acrobatics +11, Bluff +25, Diplomacy +25, Disguise +25, Escape Artist +12, Intimidate +16, Knowledge (nobility) +19, Perception +20, Perform (Harp) +32, Perform (Sing) +20, Use Magic Device +25

Languages Common, one more

SQ [Minor Aura](#) (Accurate Strike, Demand Fortitude, Determined Caster, Force of Will, Master of Tactics, Over the Top, Watchful Eye), [Versatile Performance](#) (Dance, Oratory, Strings, Wind), [Major Aura](#) +3 (Motivate Ardor, Motivate Urgency, Resilient Troops), [Additional Song](#) (+2), [Skilled Performer](#) (Sing +10), [Clear Mind](#)

Combat Gear +5 Hide Shirt, +3 Lifesurge Rapier, Ring of Protection +3, Nimble Bracer, Personality Ring, Wand of Cure II (50 Charges, CL3), X-Ether x3, Phoenix Down x2; **Other Gear** Dagger x5, Masterwork Harp, Bedroll, Trail Rations x3, 1-Pint Flask, Hemp Rope (50 ft), 550 gil.