

Francesca Raven

Character Name

Bard 14

CLASS

14 (13)

300000 / 425000

Character Level (CR)

EXP/NEXT LEVEL

Liz

Player Name

Half-Elf / Humanoid

RACE

27

Female

AGE

GENDER

None

Region

Medium / 5 ft.

SIZE / FACE

5' 6" / 130 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Low-Light Vision

VISION

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----------------------------|------------|----------|---------------|-------------|------------|----------|-------------------------------|-----|------------------------|----|------------------------|------------------|------------------------|----|------------------------|----|------------------------|----|------------------------|----|------------------------|----|------------------------|----|------------------------|----|------------------------|----|------------------------|----|
| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | | DAMAGE REDUCTION | | | SPEED | | | | | | | | | | | | | | | |
| STR Strength | 11 | +0 | 11 | +0 | | | HP hit points | 136 | | | | | | | Walk 30 ft. | | | | | | | | | | | | | | | |
| DEX Dexterity | 16 | +3 | 18 | +4 | | | AC armor class | 25 | 21 | 15 | -10 | +4 | +3 | +4 | +0 | +3 | +1 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 |
| CON Constitution | 12 | +1 | 14 | +2 | | | INITIATIVE modifier | +4 | +4 | +0 | | | | | | | | | | | | | | | | | | | | |
| INT Intelligence | 15 | +2 | 15 | +2 | | | Encumbrance | | | | | | | | | | | | | | | | | | | | | | | |
| WIS Wisdom | 13 | +1 | 13 | +1 | | | Light | | | | | | | | | | | | | | | | | | | | | | | |
| CHA Charisma | 22 | +6 | 28 | +9 | | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | | TOTAL SKILLPOINTS: 112 | |

| | | | | | | | |
|------------------------------------|-------|-----------|---------|-------|------|------|------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP |
| FORTITUDE (constitution) | +10 | +4 | +2 | +2 | +2 | +0 | |
| REFLEX (dexterity) | +15 | +9 | +4 | +2 | +0 | +0 | |
| WILL (wisdom) | +12 | +9 | +1 | +2 | +0 | +0 | |

Conditional Save Modifiers:
 +2 vs. enchantment spells and effects
 +4 vs. Bardic Performance, sonic, and language-dependent effects

| | | | | | | | |
|------------------------|--------|-------------------|------|------|------|------|------|
| MELEE attack bonus | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
| | +10/+5 | +10/+5 | +0 | +0 | +0 | +0 | |
| RANGED attack bonus | +14/+9 | +10/+5 | +4 | +0 | +0 | +0 | |
| CMB attack bonus | +10/+5 | +10/+5 | +0 | +0 | | | |

| | | | | | | |
|-----|---------|--------|--------|--------|-----------|----------|
| CMB | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRRUN |
| | +10/+5 | +10/+5 | +10/+5 | +10/+5 | +10 | +10 |
| CMD | 25 | 25 | 25 | 25 | 25 | 25 |

| | | | | |
|------------------|--------------------|--------|----------|-------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
| (nonlethal only) | +10/+5 | 1d3 | 20/x2 | 5 ft. |

| | | | | | |
|---------------------|---------|-------|-----------|----------|-------|
| *Charithmyis | | | | | |
| | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Primary | P | M | 18-20/x2 | 5 ft. |
| | To Hit | Dam | To Hit | Dam | |
| 1H-P | +12/+7 | 1d6+2 | 2W-P-(OH) | +6/+1 | 1d6+2 |
| 1H-O | +8/+3 | 1d6+2 | 2W-P-(OL) | +8/+3 | 1d6+2 |
| 2H | +12/+7 | 1d6+2 | 2W-OH | +2 | 1d6+2 |

Special Properties: Smiter 1/day, 30 hp/inch, hardness 15, Intelligence 14, Wisdom 10, Charisma 14, Ego Score 6, Empathy allows the item to encourage or discourage certain actions by communicating emotions and urges. It does not allow for verbal communication., An intelligent item with the capability for speech can talk using any of the languages it knows. It automatically knows Common.

| | | | | | |
|---------------------------------|----------|------|------|----------|-------|
| *+2 Shield (Light/Steel) | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Equipped | | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | DAMAGE | | | | |
| +6/+1 | 1d3 | | | | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER | MAX RANKS: 14/14 |
|--|-------------|----------------|------------------|-------|---------------|------------------|
| ✓ Acrobatics | DEX | 13 | = 4 + 1 + 8 | | | |
| ✓ Acrobatics (Perform (Dance)) | CHA | 14 | = 9 + [2] + 3 | | | |
| ✓ Appraise | INT | 14 | = 2 + 9 + 3 | | | |
| ✓ Bluff | CHA | 19 | = 9 + 7 + 3 | | | |
| ✓ Bluff (Perform (Comedy)) | CHA | 26 | = 9 + [14] + 3 | | | |
| ✓ Bluff (Perform (Sing)) | CHA | 32 | = 9 + [14] + 9 | | | |
| ✓ Bluff (Perform (String Instruments)) | CHA | 26 | = 9 + [14] + 3 | | | |
| ✓ Climb | STR | 4 | = 0 + 1 + 3 | | | |
| ✓ Craft (Untrained) | INT | 2 | = 2 | | | |
| ✓ Diplomacy | CHA | 16 | = 9 + 4 + 3 | | | |
| ✓ Diplomacy (Perform (String Instruments)) | CHA | 26 | = 9 + [14] + 3 | | | |
| ✓ Disguise | CHA | 13 | = 9 + 1 + 3 | | | |
| ✓ Escape Artist | DEX | 9 | = 4 + 2 + 3 | | | |
| ✓ Fly | DEX | 4 | = 4 | | | |
| ✓ Fly (Perform (Dance)) | CHA | 14 | = 9 + [2] + 3 | | | |
| ✓ Heal | WIS | 1 | = 1 | | | |
| ✓ Intimidate | CHA | 14 | = 9 + 2 + 3 | | | |
| ✓ Intimidate (Perform (Comedy)) | CHA | 26 | = 9 + [14] + 3 | | | |
| Knowledge (Arcana) | INT | 13 | = 2 + 1 + 10 | | | |
| Knowledge (Dungeoneering) | INT | 13 | = 2 + 1 + 10 | | | |
| Knowledge (History) | INT | 14 | = 2 + 2 + 10 | | | |
| Knowledge (Local) | INT | 15 | = 2 + 3 + 10 | | | |
| Knowledge (Nobility) | INT | 13 | = 2 + 1 + 10 | | | |
| ✓ Knowledge (Untrained) | INT | 9 | = 2 + 7 | | | |
| ✓ Perception | WIS | 24 | = 1 + 14 + 9 | | | |
| ✓ Perform (Comedy) | CHA | 26 | = 9 + 14 + 3 | | | |
| ✓ Perform (Dance) | CHA | 14 | = 9 + 2 + 3 | | | |
| ✓ Perform (Sing) | CHA | 32 | = 9 + 14 + 9 | | | |
| ✓ Perform (String Instruments) | CHA | 26 | = 9 + 14 + 3 | | | |
| ✓ Perform (Untrained) | CHA | 9 | = 9 | | | |
| ✓ Ride | DEX | 4 | = 4 | | | |
| ✓ Sense Motive | WIS | 8 | = 1 + 2 + 5 | | | |
| ✓ Sense Motive (Perform (Sing)) | CHA | 32 | = 9 + [14] + 9 | | | |
| ✓ Sleight of Hand | DEX | 8 | = 4 + 1 + 3 | | | |
| ✓ Spellcraft | INT | 7 | = 2 + 2 + 3 | | | |
| ✓ Stealth | DEX | 14 | = 4 + 7 + 3 | | | |
| ✓ Survival | WIS | 1 | = 1 | | | |
| ✓ Swim | STR | 5 | = 0 + 5 | | | |

| +1 Sword (Short) | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|-------------------------|--------|-------|-----------|------|--------|----------|-------|
| | | | Equipped | P | M | 19-20/x2 | 5 ft. |
| | To Hit | Dam | | | To Hit | Dam | |
| 1H-P | +11/+6 | 1d6+1 | 2W-P-(OH) | | +5/+0 | 1d6+1 | |
| 1H-O | +7/+2 | 1d6+1 | 2W-P-(OL) | | +7/+2 | 1d6+1 | |
| 2H | +11/+6 | 1d6+1 | 2W-OH | | +3 | 1d6+1 | |

| +2 Shortbow | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|---------|---------|------------------------|---------|---------|----------------------|-------|
| | | | Equipped | P | M | 20/x3 | 5 ft. |
| Range: 30 ft. | | | To Hit: +19/+14 | | | Damage: 1d6+4 | |
| | 60 ft. | 120 ft. | 180 ft. | 240 ft. | 300 ft. | | |
| TH | +18/+13 | +16/+11 | +14/+9 | +12/+7 | +10/+5 | | |
| Dam | 1d6+3 | 1d6+3 | 1d6+3 | 1d6+3 | 1d6+3 | | |
| | 360 ft. | 420 ft. | 480 ft. | 540 ft. | 600 ft. | | |
| TH | +8/+3 | +6/+1 | +4/-1 | +2/-3 | +0/-5 | | |
| Dam | 1d6+3 | 1d6+3 | 1d6+3 | 1d6+3 | 1d6+3 | | |
| Special Properties: (+2 Shortbow) | | | | | | | |

| Acid (Flask) | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--|---------|--------|----------|--------|--------|----------|-------|
| | | | Equipped | A | M | 20/x2 | 5 ft. |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | | |
| TH | +15/+10 | +13/+8 | +11/+6 | +8/+3 | +6/+1 | | |
| Dam | 1d6+1 | 1d6+1 | 1d6+1 | 1d6 | 1d6 | | |
| Special Properties: Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash. | | | | | | | |

| Dagger | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|---------------|---------|--------|-----------|--------|--------|----------|-------|
| | | | Equipped | PS | M | 19-20/x2 | 5 ft. |
| | To Hit | Dam | | | To Hit | Dam | |
| 1H-P | +10/+5 | 1d4 | 2W-P-(OH) | | +4/-1 | 1d4 | |
| 1H-O | +6/+1 | 1d4 | 2W-P-(OL) | | +6/+1 | 1d4 | |
| 2H | +10/+5 | 1d4 | 2W-OH | | +2 | 1d4 | |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | | |
| TH | +15/+10 | +13/+8 | +11/+6 | +8/+3 | +6/+1 | | |
| Dam | 1d4+1 | 1d4+1 | 1d4+1 | 1d4 | 1d4 | | |

| Masterwork Dagger | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------------|---------|--------|-----------|--------|--------|----------|-------|
| | | | Equipped | PS | M | 19-20/x2 | 5 ft. |
| | To Hit | Dam | | | To Hit | Dam | |
| 1H-P | +11/+6 | 1d4 | 2W-P-(OH) | | +5/+0 | 1d4 | |
| 1H-O | +7/+2 | 1d4 | 2W-P-(OL) | | +7/+2 | 1d4 | |
| 2H | +11/+6 | 1d4 | 2W-OH | | +3 | 1d4 | |
| | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | | |
| TH | +16/+11 | +14/+9 | +12/+7 | +9/+4 | +7/+2 | | |
| Dam | 1d4+1 | 1d4+1 | 1d4+1 | 1d4 | 1d4 | | |

| Shortbow | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|----------------------|---------|---------|------------------------|---------|---------|----------------------|-------|
| | | | Equipped | P | M | 20/x3 | 5 ft. |
| Range: 30 ft. | | | To Hit: +17/+12 | | | Damage: 1d6+2 | |
| | 60 ft. | 120 ft. | 180 ft. | 240 ft. | 300 ft. | | |
| TH | +16/+11 | +14/+9 | +12/+7 | +10/+5 | +8/+3 | | |
| Dam | 1d6+1 | 1d6+1 | 1d6+1 | 1d6+1 | 1d6+1 | | |
| | 360 ft. | 420 ft. | 480 ft. | 540 ft. | 600 ft. | | |
| TH | +6/+1 | +4/-1 | +2/-3 | +0/-5 | -2/-7 | | |
| Dam | 1d6+1 | 1d6+1 | 1d6+1 | 1d6+1 | 1d6+1 | | |

| Thunderstone | | | HAND | TYPE | SIZE | CRITICAL | REACH |
|---|--------|--------|------------------------|--------|---------|----------------|-------|
| | | | Equipped | So | M | none/x0 | 5 ft. |
| Range: 20 ft. | | | To Hit: +15/+10 | | | Damage: | |
| | 30 ft. | 40 ft. | 60 ft. | 80 ft. | 100 ft. | | |
| TH | +13/+8 | +12/+7 | +10/+5 | +8/+3 | +6/+1 | | |
| Dam | | | | | | | |
| Special Properties: Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. | | | | | | | |

| EQUIPMENT | | | | |
|--|----------|---------|---------------|--|
| ITEM | LOCATION | QTY | WT / COST | |
| Hat of Disguise | Equipped | 1 | 0 / 1,800 | |
| Headband of Alluring Charisma +6 | Equipped | 1 | 1 / 36,000 | |
| Amulet of Natural Armor +3 | Equipped | 1 | 0 / 18,000 | |
| Ring of Swimming | Equipped | 1 | 0 / 2,500 | |
| Ring of Protection +1 | Equipped | 1 | 0 / 2,000 | |
| Charithmysis | Equipped | 1 | 1 / 20,020 | |
| Smite 1/day, 30 hp/inch, hardness 15, Intelligence 14, Wisdom 10, Charisma 14, Ego Score 6, Empathy allows the item to encourage or discourage certain actions by communicating emotions and urges. It does not allow for verbal communication...An intelligent item with the capability for speech can talk using any of the languages it knows. It automatically knows Common. | | | | |
| Outfit (Entertainer's) | Equipped | 1 | 4 / 0 | |
| Outfit (Entertainer's) | Handy | 2 | 4 (8) / 0 (0) | |
| Belt of Physical Might (DEX/CON) +2 | Equipped | 1 | 1 / 10,000 | |
| Cloak of Resistance +2 | Equipped | 1 | 1 / 4,000 | |
| Boots of Elvenkind | Equipped | 1 | 1 / 2,500 | |
| TOTAL WEIGHT CARRIED/VALUE | | 21 lbs. | 259,045.2gp | |

| EQUIPMENT | | | | |
|---|-----------|---------|---------------------|--|
| ITEM | LOCATION | QTY | WT / COST | |
| +2 Shield (Light/Steel) | Equipped | 1 | 6 / 4,159 | |
| Handy Haversack | Equipped | 1 | 5 / 2,000 | |
| 89.68 lbs., 1 +1 Longsword, 1 +1 Sword (Short), 1 +2 Shortbow, 1 Acid (Flask), 39 Arrow, 1 Bedroll, 5 Chalk (1 Piece), 3 Dagger, 2 Ink (1 oz. Vial), 1 Inkpen, 1 Magnifying Glass, 1 Masterwork Dagger, 1 Masterwork Musical Instrument (Harp) silver with Jade, 1 Mirror (Small/Steel), 5 Parchment (Sheet), 7 Potion of Cure Moderate Wounds, 1 Potion of Spider Climb, 4 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 1 Rope (Silk/50 ft.), 1 Sealing Wax, 1 Shortbow, 1 Signet Ring, 1 Spyglass, 2 Sunrod, 1 Thunderstone, 1 Waterskin (Filled), 1 Whetstone, 1 Stone of Good Luck (Luckstone), 4 Potion of Cure Light Wounds, 1 Leather, 1 Horn of Valhalla, Iron, 1 Coin (Gold Piece), 1 Courtier's Outfit, 2 Outfit (Entertainer's), 2 Trade Gem (10), 3 Trade Gem (100), 12 Trade Gem (1000), 1 Wand of Cure Light Wounds, 1 Wand of Delay Poison, 1 Wand of Invisibility, 1 Wand of Magic Missile (9th), 1 Wand of Acid Arrow, 1 Wand of Daylight, 1 Trade Gem (500), 1 Amulet of Natural Armor +1 | | | | |
| +1 Longsword | Handy | 1 | 4 / 2,315 | |
| +1 Sword (Short) | Handy | 1 | 2 / 2,310 | |
| +2 Shortbow | Handy | 1 | 2 / 8,330 | |
| (+2 Shortbow) | | | | |
| Acid (Flask) | Handy | 1 | 1 / 10 | |
| Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash. | | | | |
| Arrow | Handy | 39 | 0.1 (5.8) / 0.1 (2) | |
| | Haversack | | | |
| | | | | |
| Bedroll | Handy | 1 | 5 / 0.1 | |
| | Haversack | | | |
| Chalk (1 Piece) | Handy | 5 | 0 (0) / 0 (0.1) | |
| | Haversack | | | |
| Dagger | Handy | 3 | 1 (3) / 2 (6) | |
| | Haversack | | | |
| Inkpen | Handy | 1 | 0 / 0.1 | |
| | Haversack | | | |
| Ink (1 oz. Vial) | Handy | 2 | 0 (0) / 8 (16) | |
| | Haversack | | | |
| Magnifying Glass | Handy | 1 | 0 / 100 | |
| | Haversack | | | |
| a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed. | | | | |
| Masterwork Dagger | Handy | 1 | 1 / 302 | |
| | Haversack | | | |
| Masterwork Musical Instrument (Harp) | Handy | 1 | 3 / 100 | |
| silver with Jade | | | | |
| (Masterwork Musical Instrument (Harp)) | | | | |
| Mirror (Small/Steel) | Handy | 1 | 0.5 / 10 | |
| | Haversack | | | |
| Parchment (Sheet) | Handy | 5 | 0 (0) / 0.2 (1) | |
| | Haversack | | | |
| Potion of Cure Moderate Wounds | Handy | 7 | 0 (0) / 300 (2,100) | |
| | Haversack | | | |
| | | | | |
| Potion of Spider Climb | Handy | 1 | 0 / 300 | |
| | Haversack | | | |
| Climb and travel on vertical surfaces for 30 minutes | | | | |
| Rations (Trail/Per Day) | Handy | 4 | 1 (4) / 0.5 (2) | |
| | Haversack | | | |
| Sealing Wax | Handy | 1 | 1 / 1 | |
| | Haversack | | | |
| Shortbow | Handy | 1 | 2 / 30 | |
| | Haversack | | | |
| Rope (Hemp/50 ft.) | Handy | 1 | 10 / 1 | |
| | Haversack | | | |
| Signet Ring | Handy | 1 | 0 / 5 | |
| | Haversack | | | |
| Rope (Silk/50 ft.) | Handy | 1 | 5 / 10 | |
| | Haversack | | | |
| 4 hp, DC 24 Strength check to burst | | | | |
| Spyglass | Handy | 1 | 1 / 1,000 | |
| | Haversack | | | |
| Sunrod | Handy | 2 | 1 (2) / 2 (4) | |
| | Haversack | | | |
| | | | | |
| Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft. | | | | |
| Thunderstone | Handy | 1 | 1 / 30 | |
| | Haversack | | | |
| Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. | | | | |
| Waterskin (Filled) | Handy | 1 | 4 / 1 | |
| | Haversack | | | |
| Whetstone | Handy | 1 | 1 / 0 | |
| | Haversack | | | |
| Stone of Good Luck (Luckstone) | Handy | 1 | 0 / 20,000 | |
| | Haversack | | | |
| +1 Luck bonus to ability checks | | | | |
| Potion of Cure Light Wounds | Handy | 4 | 0 (0) / 50 (200) | |
| | Haversack | | | |
| | | | | |
| Cures 1d8+1 points of damage | | | | |
| TOTAL WEIGHT CARRIED/VALUE | | 21 lbs. | 259,045.2gp | |

| EQUIPMENT | | | | |
|---|-----------|---------|--------------|--|
| ITEM | LOCATION | QTY | WT / COST | |
| Leather | Handy | 1 | 15 / 10 | |
| | Haversack | | | |
| Horn of Valhalla, Iron | Handy | 1 | 2 / 50,000 | |
| | Haversack | | | |
| Once per week can summon 1d4+1 5th level human barbarians to fight for the character who summoned them. | | | | |
| Wand of Cure Light Wounds | Handy | 1 | 0.1 / 750 | |
| | Haversack | | | |
| When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage. | | | | |
| Amulet of Natural Armor +1 | Handy | 1 | 0 / 2,000 | |
| | Haversack | | | |
| Courtier's Outfit | Handy | 1 | 6 / 30 | |
| | Haversack | | | |
| Portable Hole | Carried | 1 | 0 / 20,000 | |
| Wand of Delay Poison | Handy | 1 | 0.1 / 4,320 | |
| | Haversack | | | |
| The subject becomes temporarily immune to poison. | | | | |
| Wand of Acid Arrow | Handy | 1 | 0.1 / 1,980 | |
| | Haversack | | | |
| An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. | | | | |
| Wand of Invisibility | Handy | 1 | 0.1 / 3,330 | |
| | Haversack | | | |
| The creature or object touched becomes invisible. | | | | |
| Wand of Daylight | Handy | 1 | 0.1 / 11,025 | |
| | Haversack | | | |
| Wand of Magic Missile (9th) | Handy | 1 | 0 / 435 | |
| | Haversack | | | |
| 1 to 5 missiles that do 1d4+1 damage each., (Wand (Magic Missile/1st)) | | | | |
| Bracers of Archery, Greater | Equipped | 1 | 1 / 25,000 | |
| TOTAL WEIGHT CARRIED/VALUE | | 21 lbs. | 259,045.2gp | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|-----|
| Light | 38 | Medium | 76 | Heavy | 115 |
| Lift over head | 115 | Lift off ground | 230 | Push / Drag | 575 |

| MONEY | |
|------------------------------|-------------------|
| Coin (Gold Piece): 1 | [Handy Haversack] |
| 12 x Trade Gem (1000) (1000) | [Handy Haversack] |
| 1 x Trade Gem (500) (500) | [Handy Haversack] |
| 3 x Trade Gem (100) (100) | [Handy Haversack] |
| 2 x Trade Gem (10) (10) | [Handy Haversack] |
| Total= 12,821 gp | |

| MAGIC | |
|-----------------------------|--|
| Languages | |
| Common, Dwarven, Elven, Orc | |

| Other Companions | |
|------------------|--|
| | |

| Traits | |
|--|---|
| Dangerously Curious | [Paizo Inc. - Advanced Player's Guide, p.329] |
| You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you. | |
| Sacred Touch | [Paizo Publishing - Ultimate Campaign] |
| You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it. | |

| Special Attacks | |
|--|------------------------------------|
| Dirge of Doom (Su) | [Paizo Inc. - Core Rulebook, p.37] |
| You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components. | |

| Distraction (Su) | |
|---|--|
| [Paizo Inc. - Core Rulebook, p.36] | |
| You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components. | |

| Fascinate (Su) | |
|--|--|
| [Paizo Inc. - Core Rulebook, p.37] | |
| You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 26) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function. | |

| Frightening Tune (Sp) | |
|---|--|
| [Paizo Inc. - Core Rulebook, p.38] | |
| You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 26) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components. | |

| Suggestion (Sp) | |
|---|--|
| [Paizo Inc. - Core Rulebook, p.37] | |
| You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 26) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components. | |

| Special Qualities | |
|--|------------------------------------|
| Adaptability (Ex) | [Paizo Inc. - Core Rulebook, p.24] |
| Half-elves receive Skill Focus as a bonus feat at 1st level. | |
| Armored Casting (Ex) | [Paizo Inc. - Core Rulebook, p.35] |
| You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. | |
| Bardic Knowledge (Ex) | [Paizo Inc. - Core Rulebook, p.35] |
| You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained. | |
| Bardic Performance | [Paizo Inc. - Core Rulebook, p.35] |
| You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 45 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time. | |
| Bonus Bard Spell (3x) | [Paizo Inc. - Advanced Race Guide] |
| Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast. | |
| Cantrips | [Paizo Inc. - Core Rulebook, p.38] |
| You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again. | |
| Countersong (Su) | [Paizo Inc. - Core Rulebook, p.36] |

You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Elf Blood (Ex) [Paizo Inc. - Core Rulebook, p.24]

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) [Paizo Inc. - Core Rulebook, p.24]

Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Humanoid Traits (Ex) [Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

Inspire Competence (Su) [Paizo Inc. - Core Rulebook, p.37]

You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) [Paizo Inc. - Core Rulebook, p.37]

You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) [Paizo Inc. - Core Rulebook, p.38]

You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) [Paizo Inc. - Core Rulebook, p.38]

You can use any skill, even if the skill normally requires you to be trained.

Keen Senses (Ex) [Paizo Inc. - Core Rulebook, p.24]

Half-elves receive a +2 bonus on Perception skill checks.

Lore Master (Ex) [Paizo Inc. - Core Rulebook, p.38]

You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) [Paizo Inc. - Core Rulebook, p.24]

Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Soothing Performance (Su) [Paizo Inc. - Core Rulebook, p.38]

You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 14). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Versatile Performance (Comedy) (Ex) [Paizo Inc. - Core Rulebook, p.38]

You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills. When substituting in this way, you use your total Perform (Comedy) skill bonus, including class skill bonus, in place of your Bluff or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Dance) (Ex) [Paizo Inc. - Core Rulebook, p.38]

You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) [Paizo Inc. - Core Rulebook, p.38]

You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (String Instruments) (Ex) [Paizo Inc. - Core Rulebook, p.38]

You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) [Paizo Inc. - Core Rulebook, p.38]

You have become resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Intelligent Item

Abilities [Paizo Inc. - Core Rulebook]

Intelligence 14, Wisdom 10, Charisma 14, Ego Score 14 Unaccountable EGO increase
Base Magic Item Value 1,001 gp to 5,000 gp (+1)
5,001 gp to 10,000 gp (+2)
10,001 gp to 20,000 gp (+3)
20,001 gp to 50,000 gp (+4)
50,001 gp to 100,000 gp (+6)
100,001 gp to 200,000 gp (+8)
200,001 gp and higher (+12)

Alignment / Chaotic Neutral [Paizo Inc. - Core Rulebook]

Communication / Empathy (Su) [Paizo Inc. - Core Rulebook]

Empathy allows the item to encourage or discourage certain actions by communicating emotions and urges. It does not allow for verbal communication.

Communication / Speech (Su) [Paizo Inc. - Core Rulebook]

An intelligent item with the capability for speech can talk using any of the languages it knows. It automatically knows Common.

Language Known By Item (Common, Elven, Sylvan) [Paizo Inc. - Core Rulebook]

Senses (Su) [Paizo Inc. - Core Rulebook]

Senses allow an intelligent magic item to see and hear out to the listed distance. Adding darkvision or blindsense allows the item to use those senses out to the same range as the item's base senses. 120 ft.

Feats

Alertness [Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Discordant Voice [Chuck's Campaign - My Campaign, p.96]

Whenever you are using bardic performance to create a spell-like or supernatural effect, allies within 30 feet of you deal an extra 1d6 points of sonic damage with successful weapon attacks. This damage stacks with other energy damage a weapon might deal. Projectile weapons bestow this extra damage on their ammunition, but the extra damage is dealt only if the projectile hits a target within 30 feet of you.

Extra Performance [Paizo Inc. - Core Rulebook, p.124]

You can use your bardic performance ability more often than normal
You can use bardic performance for 6 additional rounds per day.

Great Fortitude [Paizo Inc. - Core Rulebook, p.124]

You are resistant to poisons, diseases, and other deadly maladies.
You get a +2 bonus on all Fortitude saving throws.

| | |
|---|--|
| Point-Blank Shot | [Paizo Inc. - Core Rulebook, p.131] |
| <p>You are especially accurate when making ranged attacks against close target.</p> <p>You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.</p> | |
| Precise Shot | [Paizo Inc. - Core Rulebook, p.131] |
| <p>You are adept at firing ranged attacks into melee.</p> <p>You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.</p> | |
| Skill Focus (Perform (Sing)) | [Paizo Inc. - Core Rulebook, p.134] |
| <p>You are particularly adept at your chosen skill.</p> <p>You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.</p> | |
| Toughness | [Paizo Inc. - Core Rulebook, p.135] |
| <p>You have enhanced physical stamina.</p> <p>You gain +14 hit points.</p> | |

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Whip

Temporary Bonus

Mage Armor

Bard Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---------------|---------|---|---|---|---|---|---|
| KNOWN | 6 | 6 | 6 | 6 | 6 | 3 | — |
| PER DAY | at will | 8 | 7 | 6 | 6 | 4 | — |
| Concentration | +23 | | | | | | |

LEVEL 0 / Per Day:0 / Caster Level:14

| Name | School | Time | Duration | Range | Source |
|---|---|-------------------|-------------------------------------|----------------|----------|
| Daze | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 1 round | Close (60 ft.) | CR:p.264 |
| [V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. [SR:Yes; DC:19, Will negates] | | | | | |
| Detect Magic | Divination | 1 standard action | Concentration, up to 14 minutes [D] | 60 ft. | CR:p.267 |
| [V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical auras, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power. Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No] | | | | | |
| Ghost Sound | Illusion (Figment) | 1 standard action | 14 rounds [D] | Close (60 ft.) | CR:p.299 |
| [V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum 40 humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. [SR:No; DC:19, Will disbelief] | | | | | |
| Read Magic | Divination | 1 standard action | 140 minutes | Personal | CR:p.330 |
| [V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. | | | | | |
| Resistance | Abjuration | 1 standard action | 1 minute | Touch | CR:p.334 |
| [V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:19, Will negates (harmless)] | | | | | |
| Summon Instrument | Conjuration (Summoning) | 1 round | 14 minutes [D] | 0 ft. | CR:p.350 |
| [V, S] TARGET: One summoned handheld musical instrument; EFFECT: This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet [your choice]. The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this spell. [SR:No] | | | | | |

LEVEL 1 / Per Day:8 / Caster Level:14

| Name | School | Time | Duration | Range | Source |
|---|----------------------------|--------------------|-------------------------------------|------------------|----------|
| Animate Rope | Transmutation [WoodSchool] | 1 standard action | 14 rounds | Medium (240 ft.) | CR:p.242 |
| [V, S] TARGET: One rope-like object, length up to 120ft.; see text; EFFECT: You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" [form a neat, coiled stack], "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ["uncoil," and so forth]. You can give one command each round as a move action, as if directing an active spell. The rope can envelop only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll [range increment 10 feet]. A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature. [SR:No] | | | | | |
| Cure Light Wounds | Conjuration (Healing) | 1 standard action | Instantaneous | Touch | CR:p.263 |
| [V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:20, Will half (harmless); see text] | | | | | |
| Detect Secret Doors | Divination | 1 standard action | Concentration, up to 14 minutes [D] | 60 ft. | CR:p.268 |
| [V, S] TARGET: Cone-shaped emanation; EFFECT: You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No] | | | | | |
| Feather Fall | Transmutation, AirSchool | 1 immediate action | Until landing or 14 rounds | Close (60 ft.) | CR:p.281 |
| [V] TARGET: 14 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:20, Will negates (harmless) or Will negates (object);] | | | | | |
| Identify | Divination | 1 standard action | 42 rounds [D] | 60 ft. | CR:p.299 |
| [V, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts. [SR:No] | | | | | |
| Unseen Servant | Conjuration (Creation) | 1 standard action | 14 hours | Close (60 ft.) | CR:p.364 |
| [V, S, M] TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 [so it can lift 20 pounds or drag 100 pounds]. It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim [though it can walk on water]. Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. [It gets no saves against attacks.] If you attempt to send it beyond the spell's range [measured from your current position], the servant ceases to exist. [SR:No] | | | | | |

LEVEL 2 / Per Day:7 / Caster Level:14

| Name | School | Time | Duration | Range | Source |
|---|---|--------------------|-------------------------------------|----------------|-----------|
| Cure Moderate Wounds | Conjuration (Healing) | 1 standard action | Instantaneous | Touch | CR:p.263 |
| [V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes (harmless) or yes; see text; DC:21, Will half (harmless) or Will half; see text] | | | | | |
| Detect Thoughts | Divination [Mind-Affecting] | 1 standard action | Concentration, up to 14 minutes [D] | 60 ft. | CR:p.268 |
| [V, S, F/DF] TARGET: Cone-shaped emanation; EFFECT: You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts [from conscious creatures with Intelligence scores of 1 or higher]. 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher [and at least 10 points higher than your own Intelligence score], you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence [Int 1 or 2] have simple, instinctual thoughts. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No; DC:21, Will negates; see text] | | | | | |
| Eagle's Splendor | Transmutation | 1 standard action | 14 minutes | Touch | CR:p.275 |
| [V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisbased skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers [and other spellcasters who rely on Charisma] affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. [SR:Yes; DC:21, Will negates (harmless)] | | | | | |
| Gallant Inspiration | Divination | 1 immediate action | Instantaneous | Close (60 ft.) | APG:p.225 |
| [V] TARGET: one living creature; EFFECT: This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds. [SR:Yes; DC:21, Will negates (harmless)] | | | | | |
| Heroism | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action | 140 minutes | Touch | CR:p.295 |
| [V, S] TARGET: Creature touched; EFFECT: This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks. [SR:Yes (harmless); DC:21, Will negates (harmless)] | | | | | |

* =Domain/Specialty Spell

Bard Spells

| Name | School | Time | Duration | Range | Source |
|--|-------------------|-------------------|----------------|-------------------|----------|
| Invisibility | Illusion (Glamer) | 1 standard action | 14 minutes [D] | Personal or touch | CR:p.301 |
| <p>[V, S, M/DF] TARGET: You or a creature or object weighing no more than 1400 lbs.; EFFECT: The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so [thus, the effect is that of a light with no visible source]. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable [such as swimming in water or stepping in a puddle]. If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent [on objects only] with a permanency spell. [SR:Yes (harmless) or yes (harmless, object); DC:21, Will negates (harmless) or Will negates (harmless, object)]</p> | | | | | |

LEVEL 3 / Per Day:6 / Caster Level:14

| Name | School | Time | Duration | Range | Source |
|--|-----------------------|-------------------|-----------------|------------------|-----------|
| Cure Serious Wounds | Conjuration (Healing) | 1 standard action | Instantaneous | Close (60 ft.) | CR:p.263 |
| <p>[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level [maximum +15]. [SR:Yes (harmless) or yes; see text; DC:22, Will half (harmless) or Will half; see text]</p> | | | | | |
| Dispel Magic | Abjuration | 1 standard action | Instantaneous | Medium (240 ft.) | CR:p.272 |
| <p>[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell. Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check [1d20 + your caster level] and compare that to the spell with highest caster level [DC = 11 + the spell's caster level]. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonikin [caster level 12th] and fly [caster level 6th]. The caster level check results in a 19. This check is not high enough to end the stonikin [which would have required a 23 or higher], but it is high enough to end the fly [which only required a 17]. Had the dispel check resulted in a 23 or higher, the stonikin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area [such as a wall of fire]. You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level [DC = 11 + the item's caster level]. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]</p> | | | | | |
| Glibness | Transmutation | 1 standard action | 140 minutes [D] | Personal | CR:p.290 |
| <p>[S] TARGET: You; EFFECT: Your speech becomes fluent and more believable, causing those who hear you to believe every word you say. You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo. If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check [1d20 + caster level] against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.</p> | | | | | |
| Invisibility Sphere | Illusion (Glamer) | 1 standard action | 14 minutes [D] | Long (960 ft.) | CR:p.302 |
| <p>[V, S, M] TARGET: 10-ft.-radius emanation around the creature; EFFECT: This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures [other than the recipient] who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends. [SR:Yes (harmless) or yes (harmless, object); DC:22, Will negates (harmless) or Will negates (harmless, object)]</p> | | | | | |
| Thundering Drums | Evocation [Sonic] | 1 standard action | Instantaneous | 15 ft. | APG:p.249 |
| <p>[V, S] TARGET: cone-shaped burst; EFFECT: You strike the ground in front of you, filling the area in front of you with the thunder of pounding drums. Any creature in the area takes 1d8 points of sonic damage per caster level [maximum 5d8] and is knocked prone. A successful Fortitude save halves the damage and negates being knocked prone. [SR:Yes; DC:22, Fortitude partial]</p> | | | | | |
| Tiny Hut | Evocation [Force] | 1 standard action | 28 hours [D] | 20 ft. | CR:p.360 |
| <p>[V, S, M] TARGET: 20-ft.-radius sphere centered on your location; EFFECT: You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends. The temperature inside the hut is 70°F if the exterior temperature is between 0° and 100°F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane [75+ mph wind speed] or greater force destroys it. The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut [they have total concealment]. [SR:No]</p> | | | | | |

LEVEL 4 / Per Day:6 / Caster Level:14

| Name | School | Time | Duration | Range | Source |
|--|-------------------------------------|-------------------|---------------|-------------------|----------|
| Break Enchantment | Abjuration | 1 minute | Instantaneous | Close (60 ft.) | CR:p.251 |
| <p>[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFECT: This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check [1d20 + caster level, maximum +15] against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects. [SR:No; DC:23, See text]</p> | | | | | |
| Cure Critical Wounds | Conjuration (Healing) | 1 standard action | Instantaneous | Touch | CR:p.262 |
| <p>[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level [maximum +20]. [SR:Yes (harmless); see text; DC:23, Will half (harmless); see text]</p> | | | | | |
| Freedom of Movement | Abjuration | 1 standard action | 140 minutes | Personal or touch | CR:p.287 |
| <p>[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing. [SR:Yes (harmless); DC:23, Will negates (harmless)]</p> | | | | | |
| Legend Lore | Divination | see text | See text | Personal | CR:p.304 |
| <p>[V, S, M, F] TARGET: You; EFFECT: Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific [though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time]. If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete [though it often directs you to more detailed information, thus allowing a better legend lore result next time]. During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends [if any] about the person, place, or thing to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.</p> | | | | | |
| Secure Shelter | Conjuration (Creation) [WoodSchool] | 10 minutes | 28 hours [D] | Close (60 ft.) | CR:p.338 |
| <p>[V, S, M] TARGET: 10-ft.-square structure; EFFECT: You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise-it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles [but not the sort cast by siege engines or giants]. The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter. The secure shelter contains crude furnishings-eight bunks, a trestle table, eight stools, and a writing desk. [SR:No]</p> | | | | | |
| Virtuoso Performance | Transmutation | 1 standard action | 14 rounds | Personal | UM:p.247 |
| <p>[V] TARGET: You; EFFECT: Start a second bardic performance while maintaining the first.</p> | | | | | |

LEVEL 5 / Per Day:4 / Caster Level:14

| Name | School | Time | Duration | Range | Source |
|--|-----------------------------|-------------------|----------------|------------------|-----------|
| Bard's Escape | Conjuration (Teleportation) | 1 standard action | Instantaneous | Medium (240 ft.) | APG:p.204 |
| <p>[V, S, M] TARGET: You and up to 7 willing creatures, no two of which can be more than 30 ft. apart; EFFECT: You whisk yourself and willing allies out of a tight jam, or instantly transfer yourselves to another location to achieve greater strategic positioning. You can move any allies within range to any other space of your choosing within range. Those spaces need not be in line of sight or line of effect from your original position, but must be open locations on surfaces able to support the creatures teleported. Except as noted above, this spell otherwise functions as dimension door. [SR:No]</p> | | | | | |
| Persistent Image | Illusion (Figment) | 1 standard action | 14 minutes [D] | Long (960 ft.) | CR:p.319 |
| <p>[V, S, F] TARGET: Figment that cannot extend beyond 18 10-ft. cubes [S]; EFFECT: This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish. [SR:No; DC:24, Will disbelief (if interacted with)]</p> | | | | | |
| Shadow Walk | Illusion (Shadow) [Shadow] | 1 standard action | 14 hours [D] | Touch | CR:p.341 |
| <p>[V, S] TARGET: Up to 14 touched creatures; EFFECT: To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you [subject to your level limit], but all must be touching each other. In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 ? 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 ? 1,000 feet in the same direction. If this would still place you within a solid object, you [and any creatures with you] are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued [no save]. Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit</p> | | | | | |

* =Domain/Specialty Spell

Bard Spells

of the Plane of Shadow requires 1d4 hours. Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow. They may opt to follow you, wander off through the plane, or stumble back into the Material Plane [50% chance for either of the latter results if they are lost or abandoned by you]. Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful. [SR:Yes; DC:24, Will negates]

* =Domain/Speciality Spell

Francesca Raven

Half-Elf

RACE

27

AGE

Female

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 6"

HEIGHT

130 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Lira Sorrowsong (Drow Bard) - created trio of magical instruments that were keys to unlock something. Flute, Harp, Drum, Organ.

Biography:

Notes:

Character Sheet Notes: