

Kylara NAME Brd15 114855 CLASS EXPERIENCE 15 120000 Character Level NEXT LEVEL  
Liz Brennan PLAYERNAME Human Medium 5' 8" 120 lbs. DEITY ALIGNMENT Neutral Good  
VISION -75 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2	14	+2	14	+2
DEX	17	+3	23	+6	23	+6
CON	10	+0	14	+2	14	+2
INT	13	+1	13	+1	13	+1
WIS	14	+2	14	+2	14	+2
CHA	17	+3	23	+6	23	+6

HP 94 WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION SPEED Walk 30 ft.  
AC 22 FLAT 16 TOUCH 18 BASE 10 ARMOR BONUS 4 SHIELD BONUS 0 STAT 6 SIZE 0 NATURAL 0 MISC 2 MISS CHANCE  
INITIATIVE +10 = +6 +4 TOTAL DEX MODIFIER MISC MODIFIER  
BASE ATTACK +11/+6/+1 bonus

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+9	+5	+2	+0	+2	+0		
REFLEX	+15	+9	+6	+0	+0	+0		
WILL	+11	+9	+2	+0	+0	+0		

MELEE	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	
RANGED	+17/+12/+7	+11/+6/+1	+6	+0	+0	+0	
GRAPPLE	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13/+8/+3	1d3+2	20/x2	5 ft.

Dagger +1, Bane (Fey)	HAND Carried	TYPE PS	SIZE M	CRITICAL 19-20/x2	REACH 0 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+14/+9/+4	1d4+3	2W-P(OH)	+8/+3/-2	1d4+3
1H-O	+10/+5/+0	1d4+2	2W-P(OL)	+10/+5/+0	1d4+3
2H	+14/+9/+4	1d4+3	2W-OH	+6	1d4+2
TH	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3
Special Properties	(Dagger (Bane (Fey))/+1 (Weapon)/Masterwork), Masterwork, Steel, Bane				

Short Sword +1	HAND Carried	TYPE P	SIZE M	CRITICAL 19-20/x2	REACH 0 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+14/+9/+4	1d6+3	2W-P(OH)	+8/+3/-2	1d6+3
1H-O	+10/+5/+0	1d6+2	2W-P(OL)	+10/+5/+0	1d6+3
2H	+14/+9/+4	1d6+3	2W-OH	+6	1d6+2
Special Properties	(Sword (Short)/+1 (Weapon)/Masterwork), Masterwork, Steel				

Light Crossbow +1	HAND Carried	TYPE P	SIZE M	CRITICAL 19-20/x2	REACH 0 ft.
To Hit	Dam	To Hit	Dam		
TH	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1
Special Properties	(Crossbow (Light)/+1 (Weapon)/Masterwork), Masterwork, Wood				

\* weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Chain Shirt +1 (Glamerd)	Light	+5	+4	-1	20
On command, looks like normal clothing., Glamerd, Masterwork, Steel					
*Leather Armor +2	Light	+4	+6	+0	10
(Leather (Masterwork/+2 (Armor))), Masterwork					
Full Plate +2	Heavy	+10	+1	-5	35
Masterwork, Steel					
*Bracers of Armor +4		+4		+0	0
The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor					
*Ring of Protection +2		+2		+0	0
Grants +2 deflection bonus to AC					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9 MISC MODIFIER
Appraise	INT	5	= 1 + 2.0 + 2		
Balance	DEX	6	= 6 + +		
Bluff	CHA	8	= 6 + 2.0 +		
Climb	STR	4	= 2 + 2.0 +		
Concentration	CON	2	= 2 + +		
Control Shape	WIS	2	= 2 + +		
Craft (Untrained)	INT	1	= 1 + +		
Decipher Script	INT	4	= 1 + 1.0 + 2		
Diplomacy	CHA	12	= 6 + 6.0 +		
Disguise	CHA	10	= 6 + 2.0 + 2		
Escape Artist	DEX	6	= 6 + +		
Forgery	INT	1	= 1 + +		
Gather Information	CHA	9	= 6 + 3.0 +		
Heal	WIS	4	= 2 + + 2		
Hide	DEX	16	= 6 + 8.0 + 2		
Intimidate	CHA	6	= 6 + +		
Jump	STR	2	= 2 + +		
Listen	WIS	7	= 2 + 3.0 + 2		
Move Silently	DEX	19	= 6 + 11.0 + 2		
Open Lock	DEX	17	= 6 + 7.0 + 4		
Perform (Flute)	CHA	24	= 6 + 18.0 +		
Perform (Manolin)	CHA	24	= 6 + 18.0 +		
Perform (Oratory)	CHA	24	= 6 + 18.0 +		
Perform (Sing)	CHA	24	= 6 + 18.0 +		
Perform (Untrained)	CHA	6	= 6 + +		
Ride	DEX	6	= 6 + +		
Search	INT	4	= 1 + 3.0 +		
Sense Motive	WIS	4	= 2 + 2.0 +		
Spot	WIS	5	= 2 + 1.0 + 2		
Survival	WIS	2	= 2 + +		
Swim	STR	2	= 2 + +		
Tumble	DEX	8	= 6 + 2.0 +		
Use Magic Device	CHA	12	= 6 + 6.0 +		
Use Rope	DEX	6	= 6 + +		

✓: can be used untrained. X: exclusive skills

BARDIC MUSIC

Uses per day [empty slots]

Countersong(duration = 10 rounds) Fascinate(up to 5 creatures for up to 15 rounds) Inspire Courage(save bonus = +3, attack damage bonus = +3) Inspire Competence(skill check bonus = +2 for up to 2 minutes) Suggestion(DC: 23) Inspire Greatness(number of allies = 3, bonus HD = 2, attack bonus = +2, Fortitude bonus = +1) Song of Freedom(effective caster level = 15) Inspire Greatness(number of allies = 1, save bonus = +4, dodge bonus = +4)

Crossbow +2 (Heavy)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x2	0 ft.
30 ft.		120 ft.		240 ft.		360 ft.		480 ft.
TH	+19/+14/+9	+19/+14/+9	+17/+12/+7	+15/+10/+5		+13/+8/+3		
Dam	1d10+2		1d10+2		1d10+2			
Special Properties				Masterwork, Wood				

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	0 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+13/+8/+3	1d4+2		2W-P-(OH)		+7/+2/-3		
1H-O	+9/+4/-1	1d4+1		2W-P-(OL)		+9/+4/-1		
2H	+13/+8/+3	1d4+2		2W-OH		+5		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1		+9/+4/-1		
Dam	1d4+2		1d4+2		1d4+2			
Special Properties								

Dagger +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	0 ft.
To Hit		Dam		To Hit		Dam		
1H-P	+14/+9/+4	1d4+3		2W-P-(OH)		+8/+3/-2		
1H-O	+10/+5/+0	1d4+2		2W-P-(OL)		+10/+5/+0		
2H	+14/+9/+4	1d4+3		2W-OH		+6		
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.
TH	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2		+10/+5/+0		
Dam	1d4+3		1d4+3		1d4+3			
Special Properties				(Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel				

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
<b>Dagger +1, Bane (Fey)</b> (Dagger (Bane (Fey)/+1 (Weapon)/Masterwork)), Masterwork, Steel, Bane	Carried	1	1.0	
<b>Short Sword +1</b> (Sword (Short/+1 (Weapon)/Masterwork)), Masterwork, Steel	Carried	1	2.0	
<b>Light Crossbow +1</b> 0 lbs. (Crossbow (Light/+1 (Weapon)/Masterwork)), Masterwork, Wood	Carried	1	4.0	
<b>1" High Carving of PC</b>	Bag of Holding (Type I)	1	0.1	
<b>Backpack</b> 15.01 lbs., 1 Bag of Holding (Type I), 1 Gray Bag of Tricks	Equipped	1	2.0	
<b>Bag of Holding (Type I)</b> 120.13 lbs., 1 1" High Carving of PC, 1 Murlynd's Spoon, 1 Potion of Cat's Grace, 1 Potion of Cure Serious Wounds, 2 Potion of Invisibility, 1 Potion of Pass without Trace, 1 Pry Bar, 7 Trail Rations (Per Day), 1 Hemp Rope (50'), 1 Sewing Needle, 144 Tindertwig, 1 Wand of Sleep, 1 Waterskin, 1 Chain Shirt +1 (Glamered), 2 Crossbow +2 (Heavy), 1 Negotiator, 1 Candle, 1 Full Plate +2, 1 Keoghtom's Ointment(3), 2 Potion of Cure Light Wounds, 1 Potion of Cure Moderate Wounds, 1 Scroll of Heal, 1 Wand of Call Lightning (8th level caster), 1 Chalk (1 piece), 1 Flint and Steel, 1 Grappling Hook, 1 Horse Treats The bag of holding opens into a nondimensional space. Regardless of what is put into the bag, it weighs a fixed amount. Weight:15 lb. ~ Capacity:250 lb./30 cu. ft.	Backpack	1	15.0	
<b>Gray Bag of Tricks</b> Creates animals: 1-30 Bat ~ 31-60 Rat ~ 61-75 Cat ~ 76-90 Weasel ~ 91-100 Badger (up to 10 animals/wk, only one at a time)	Backpack	1	0.01	
<b>Bolt, Crossbow</b> □□□□ □□□□ □□□□ □□□□	Carried	20	0.1 (2.0)	
<b>Candle</b>	Bag of Holding (Type I)	1	0.0	
<b>Chain Shirt +1 (Glamered)</b> On command, looks like normal clothing., Glamered, Masterwork, Steel	Bag of Holding (Type I)	1	25.0	
<b>Chalk (1 piece)</b>	Bag of Holding (Type I)	1	0.0	
<b>Crossbow +2 (Heavy)</b> 0 lbs. Masterwork, Wood	Bag of Holding (Type I)	2	8.0 (16.0)	
<b>Dagger</b>	Carried	1	1.0	
<b>Disguise Kit</b>	Equipped	1	8.0	
<b>Flint and Steel</b>	Bag of Holding (Type I)	1	0.0	
<b>Gloves of Dexterity +6</b> Add to the wearers Dexterity score in the form of an enhancement bonus of +6	Equipped	1	0.01	
<b>Grappling Hook</b>	Bag of Holding (Type I)	1	4.0	
<b>Hat of Disguise</b> This apparently normal hat allows its wearer to alter her appearance as with a disguise self spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coil, hood, helmet, and so on	Equipped	1	0.01	
TOTAL WEIGHT CARRIED/VALUE			57.22 lbs.	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
<b>Healer's Kit</b>	Equipped	1	1.0	
<b>Horse Treats</b>	Bag of Holding (Type I)	1	1.0	
<b>Leather Armor +2</b> (Leather (Masterwork/+2 (Armor))), Masterwork	Equipped	1	15.0	
<b>Murlynd's Spoon</b> If the spoon is placed in an empty container - a bowl, a cup, or a dish, for example - the vessel fills with a thick, pasty gruel	Bag of Holding (Type I)	1	0.01	
<b>Negotiator</b> (Amulet (Skill Bonus (Competence) (Diplomacy +2, Sense Motive +2)))	Bag of Holding (Type I)	1	0.0	
<b>Entertainer's Outfit</b>	Equipped	1	4.0	
<b>Potion of Cat's Grace</b>	Bag of Holding (Type I)	1	0.1	
<input type="checkbox"/>				
<b>Potion of Cure Serious Wounds</b>	Bag of Holding (Type I)	1	0.1	
<input type="checkbox"/>				
<b>Potion of Invisibility</b>	Bag of Holding (Type I)	2	0.1 (0.2)	
<input type="checkbox"/>				
<b>Potion of Pass without Trace</b>	Bag of Holding (Type I)	1	0.1	
<input type="checkbox"/>				
<b>Pry Bar</b>	Bag of Holding (Type I)	1	2.0	
<b>Trail Rations (Per Day)</b>	Bag of Holding (Type I)	7	1.0 (7.0)	
<b>Red Silk Scarf</b>	Carried	1	0.05	
<b>Ring of Climbing</b> Grants a +5 Competence bonus to Climb checks	Carried	1	0.01	
<b>Ring of Feather Falling</b> Acts as Feather Fall spell, activates automatically if wearer falls more than 5'	Equipped	1	0.01	
<b>Hemp Rope (50')</b>	Bag of Holding (Type I)	1	10.0	
<b>Sewing Needle</b>	Bag of Holding (Type I)	1	0.01	
<b>Thieves Tools (Masterwork)</b> Masterwork	Equipped	1	1.0	
<b>Tindertwig</b>	Bag of Holding (Type I)	144	0.0 (0.0)	
<b>Wand of Sleep</b> Spell Effect (50 Charges/Spell Trigger) □□□□ □□□□ □□□□ □□□□ □□	Bag of Holding (Type I)	1	0.1	
<b>Water (Pint)</b>	Waterskin	4	1.0 (4.0)	
<b>Waterskin</b> 4 lbs., 4 Water (Pint)	Bag of Holding (Type I)	1	0.0	
<b>Bracers of Armor +4</b> The wearer is surrounded with an invisible but tangible field of force, granting him an armor bonus of +4, just as though he were wearing armor	Equipped	1	1.0	
<b>Wand of Magic Missile (9th level caster)</b> Spell Effect (50 Charges/Spell Trigger) □□□□ □□□□ □□□□ □□□□ □□□□	Equipped	1	0.1	
<b>Amulet of Health +4</b> Grants the wearer an enhancement bonus to Constitution of +4	Equipped	1	0.01	
<b>Full Plate +2</b> Masterwork, Steel	Bag of Holding (Type I)	1	50.0	
<b>Keoghtom's Ointment(3)</b> Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as neutralize poison). Applied to a diseased area, it removes disease (as remove disease). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as cure light wounds) ~ (3 uses)	Bag of Holding (Type I)	1	0.0	
<b>Wand of Call Lightning (8th level caster)</b> Spell Effect (50 Charges/Spell Trigger) □□□□ □□□□ □□□□ □□□□ □□□□	Bag of Holding (Type I)	1	0.1	
<b>Potion of Cure Light Wounds</b>	Bag of Holding (Type I)	2	0.1 (0.2)	
<input type="checkbox"/>				
<b>Potion of Cure Moderate Wounds</b>	Bag of Holding (Type I)	1	0.1	
<input type="checkbox"/>				
<b>Scroll of Heal</b>	Bag of Holding (Type I)	1	0.01	
<b>Cloak of Charisma +6</b> When in a characters possession, it adds a +6 enhancement bonus to her Charisma score	Equipped	1	2.0	
<b>Dagger +1</b> (Dagger (+1 (Weapon)/Masterwork)), Masterwork, Steel	Carried	2	1.0 (2.0)	
TOTAL WEIGHT CARRIED/VALUE			57.22 lbs.	

EQUIPMENT			
ITEM	LOCATION	QTY	WT
<b>Ring of Protection +2</b>	Equipped	1	0.01
Grants +2 deflection bonus to AC			
TOTAL WEIGHT CARRIED/VALUE			57.22 lbs.

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

SPECIAL ABILITIES
Bardic Knowledge (+16)
Bardic Music 15/day
Countersong (Su) ~ for up to 10 rounds
Fascinate (Sp) ~ can effect 5 creatures for up to 15 rounds
Inspire Competence (Su) ~ +2 to skill checks for up to 2 minutes
Inspire Courage (Su) ~ +3 to saves against charm or fear effects and +3 morale bonus on attack and damage rolls.
Inspire Greatness (Su) ~ character or 3 willing allies gain 2 bonus HD (2d10 + 2*Con Hp), +2 competence bonus on attack rolls, and +1 competence bonus on Fortitude saves
Inspire Heroics (Su) ~ character and 1 willing allies gain +4 moral bonus on saving throws and +4 dodge bonus to AC.
Song of Freedom (Su) ~ Break Enchantment (casterlevel 15) after 1 minute of uninterrupted music and concentration
Suggestion (Sp) ~ Will DC 23 negates - does not count against Bardic Music uses

FEATS	
Alertness	You have finely tuned senses
Diligent	Your meticulousness allows you to analyze minute details that others miss
Great Fortitude	You are tougher than normal
Improved Initiative	You can react more quickly than normal in a fight
Nimble Fingers	You are adept at manipulating small, delicate objects
Stealthy	You are particularly good at avoiding notice
Armor Proficiency (Light)	You are proficient with light armor
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat

PROFICIENCIES
Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Sword (Short), Unarmed Strike, Whip

LANGUAGES
Common, Literacy, Sylvan

TEMPLATES
Saddle on Mount

## Bard Spells

<b>LEVEL</b>	0	1	2	3	4	5	6
<b>KNOWN</b>	6	4	4	4	4	3	0
<b>PER DAY</b>	4	6	5	4	4	3	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Detect Magic	16	None	1 standard action	Concentration, up to 15 minutes	60 ft.	V, S	No	Divination	phb: p.219
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 15	
□□□□ Ghost Sound	16	Will disbelief (if interacted with)	1 standard action	15 rounds	Close (60 ft.)	V, S, M	No	Illusion (Figment)	phb: p.235
<i>Effect:</i> 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 sounds basic character.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 15	
□□□□ Mage Hand	16	None	1 standard action	Concentration	Close (60 ft.)	V, S	No	Transmutation	phb: p.249
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 15	
□□□□ Open/Close	16	Will negates (object)	1 standard action	Instantaneous	Close (60 ft.)	V, S, F	Yes (object)	Transmutation	phb: p.258
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as be opened or closed a bar on a door or a lock on a chest], the spell fails.					<i>Target:</i> Object weighing up to 30 lb. or portal that can			<i>Caster Level:</i> 15	
□□□□ Read Magic	16	None	1 standard action	150 minutes	Personal	V, S, F	No	Divination	phb: p.269
<i>Effect:</i> By means of read magic, 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 scroll.					<i>Target:</i> You			<i>Caster Level:</i> 15	
□□□□ Summon Instrument	16	None	1 round	15 minutes	0 ft.	V, S	No	Conjuration (Summoning)	phb: p.285
<i>Effect:</i> This spell summons one handheld musical instrument of your choice.					<i>Target:</i> One summoned handheld musical instrument			<i>Caster Level:</i> 15	

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Cure Light Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+5 damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□ Hypnotism	17	Will negates	1 round	2d4 rounds	Close (60 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.242
<i>Effect:</i> Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their raptbe more than 30 ft. apart attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect.					<i>Target:</i> Several living creatures, no two of which may			<i>Caster Level:</i> 15	
□□□□ Sleep	17	Will negates	1 round	15 minutes	Medium (250 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.280
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures.					<i>Target:</i> One or more living creatures within a 10-ft. radius burst			<i>Caster Level:</i> 15	
□□□□ Tasha's Hideous Laughter	17	Will negates	1 standard action	15 rounds	Close (60 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.292
<i>Effect:</i> This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.					<i>Target:</i> One creature; see text			<i>Caster Level:</i> 15	

### LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Cure Moderate Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 2d8+10 damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□ Delay Poison	18	Fortitude negates (harmless)	1 standard action	15 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	phb: p.217
<i>Effect:</i> The targert becomes temporarily immune to poison.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□ Eagle's Splendor	18	Will negates (harmless)	1 standard action	15 minutes	Touch	V, S, M/DF	Yes	Transmutation	phb: p.225
<i>Effect:</i> The subject becomes more poised, articulate and personally forceful [+4 to Cha].					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□ Invisibility	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	15 minutes	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	phb: p.245
<i>Effect:</i> The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, thatthan 1500 lbs 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.					<i>Target:</i> You or a creature or object weighing no more			<i>Caster Level:</i> 15	

### LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Crushing Despair	19	Will negates	1 standard action	15 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.215
<i>Effect:</i> An invisible cone of despair causes great sadness in the subjects. Subjects take -2 on attack rolls, damage rolls, saves, and checks.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 15	
□□□□ Cure Serious Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i> You channel positive energy through your hand that cures 3d8+15 damage					<i>Target:</i> Creature touched			<i>Caster Level:</i> 15	
□□□□ Dispel Magic	19	None	1 standard action	Instantaneous	Medium (250 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft. radius burst			<i>Caster Level:</i> 15	
□□□□ Glibness	19	None	1 standard action	150 minutes	Personal	S	No	Transmutation	phb: p.235
<i>Effect:</i> Your speech becomes fluent and more believable. You gain a +30 bonus on Bluff checks made to convince another of the truth of your words.					<i>Target:</i> You			<i>Caster Level:</i> 15	

\* =Domain/Specialty Spell

## Bard Spells LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Cure Critical Wounds	20	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.215 Caster Level: 15
<i>Effect:</i> You channel positive energy through your hand that cures 4d8+15 damage.									
□□□□ Greater Invisibility	20	Will negates (harmless)	1 standard	15 rounds action	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	phb: p.245 Caster Level: 15
<i>Effect:</i> This spell functions like invisibility, except that it doesn't end if the subject attacks.									
□□□□ Neutralize Poison	20	Will negates (harmless, object)	1 standard	150 minutes action	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	phb: p.257 Caster Level: 15
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.									
□□□□ Shout	20	Fortitude partial or Reflex negates (object); see text	1 standard	Instantaneous action	30 ft.	V	Yes (object)	Evocation [Sonic]	phb: p.279 Caster Level: 15
<i>Effect:</i> You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage.									

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Greater Dispel Magic	21	None	1 standard	Instantaneous action	Medium (300 ft.)	V, S	No	Abjuration	phb: p.223 Caster Level: 20
<i>Effect:</i> As dispel magic, but +20 on check.									
□□□□ Shadow Walk	21	Will negates	1 standard	15 hours action	Touch	V, S	Yes	Illusion (Shadow)	phb: p.277 Caster Level: 15
<i>Effect:</i> 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. 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.									
□□□□ Summon Monster V	21	None	1 round	15 rounds	Close (60 ft.)	V, S, F/DF	No	Conjuration (Summoning)	phb: p.286 Caster Level: 15
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from which can be more than 30 ft. apart the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.									

\* =Domain/Speciality Spell

# Kylara

Human

RACE

21

AGE

Female

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

120 lbs.

WEIGHT

Blue

EYE COLOUR

Tanned

SKIN COLOUR

Blond, Pigtails

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

## Description:

Songs:

About Karnathian:

Throwing a spear into a crowd and the consequences.

Boldly presenting a milk dish to a door.

Defeating the shaman and saving the treaty.

Showing up at a temple of Athena wearing armor made by Seth.

Shaving a halfling's toes.

Boldly leaping up to a dias to defeat a great evil, freeing a paladin's soul.

Presenting a Lady a teak coffer filled with pearls and being rejected (very sad).

Others:

About the werewolf trying to break free. Trying to save a man from himself. Watching him change. Glowing red eyes.

Duke's son turning into a tiger and losing a love.

Changing a werewolf back into human.

Saving the lord's lady (3 versions, 1 extolling Athena, 1 Baccus, 1 with no diety).

The "Great Miracle" of Baccus (duet).

About the fighter who turned arsonist.

The Halfling in the whorehouse.

About the lonely palidan, who refuses company after killing a companion.

Half Elf locked with naked werewolf - along the lines of "What do you do with a drunken sailor".

Driad freed by ghost, still seeking vengeance.

Fighter - Crusader & Vindicator going to save a mother's son.

About the Baron.

Ballad of Zeke getting a warhorse.

Spooky song about eyes in the forest.

How great Zeke is (extolling Athena, too).

Pseudodragon under the bed (Fizz).

Pirate Ghost Guarding a Treasure

Scary Song about a Fiendish Grasp

Gestang as an Artist Colony

Medallion of free passage through Four Trails.

## **Biography:**

## Notes:

Character Sheet Notes: