

NPC

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

INITIATIVE
modifier

BASE ATTACK
bonus

INITIATIVE
+3 = +3 + +0
TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK
+9/+4

		SKILLS				MAX RANKS		16/8	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
	Craft (Bowmaking)	INT	11	= 4	+ 7.0	+			
	Craft (Carpentry)	INT	14	= 4	+ 10.0	+			
	Craft (Painting)	INT	19	= 4	+ 15.0	+			
	Craft (Stonemasonry)	INT	17	= 4	+ 13.0	+			
✓	Forgery	INT	8	= 4	+ 2.0	+ 2			
	Knowledge (Architecture and Engineering)	INT	19	= 4	+ 15.0	+			
	Perform (Act)	CHA	20	= 5	+ 15.0	+			
	Perform (Dance)	CHA	11	= 5	+ 6.0	+			
	Perform (Keyboard Instruments)	CHA	21	= 5	+ 16.0	+			
	Perform (Oratory)	CHA	20	= 5	+ 15.0	+			
	Perform (Sing)	CHA	18	= 5	+ 13.0	+			
	Perform (String Instruments)	CHA	20	= 5	+ 15.0	+			
	Spellcraft	INT	18	= 4	+ 14.0	+			
✓	Spot	WIS	5	= 1	+ 1.0	+ 3			
				=	+	+			

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+1	20/x2

WEIGHT ALLOWANCE					
Light	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

BARDIC MUSIC	
Uses per day	
Effects (Perform ranks required)	Inspire Courage(3), Countersong(3), Fascinate(3), Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

Suggestion (Sp)

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip

Common, Elven, Giant, Gnome, Halfling, Undercommon

Innate Racial Spells											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
At Will	Suggestion	10	Will negates	1 standard action	(CASTERLEVEL) hours or until completed	Close (25 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]		
	Effect: Compels subject to follow stated course of action.				Target: One living creature						
* =Domain/Speciality Spell											
Bard Spells											
LEVEL		0	1	2	3	4	5	6	7	8	9
KNOWN		6	4	4	4	4	2	0	0	0	0
PER DAY		3	5	4	4	3	1	0	0	0	0
LEVEL 0											
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Daze	15	Will negates	1 standard action	13 round	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humanoid creature of 4 HD or less						
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]		
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light						
□□□□□	Mage Hand	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation		
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.						
□□□□□	Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation		
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.						
□□□□□	Message	15	None	1 standard action	130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]		
Effect: Whispered conversation at distance.					Target: 13 creatures						
□□□□□	Summon Instrument	15	None	1 round	13 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)		
Effect: Summons one instrument of the caster's choice.					Target: One summoned handheld musical instrument						
LEVEL 1											
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Charm Person	16	Will negates	1 standard action	13 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]		
Effect: Makes one person your friend.					Target: One humanoid creature						
□□□□□	Disguise Self	16	None	1 standard action	130 minutes [D]	Personal	V, S	No	Illusion (Glamour)		
Effect: Changes your appearance.					Target: You						
□□□□□	Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination		
Effect: Determines properties of magic item.					Target: One touched object						
□□□□□	Silent Image	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (920 Feet)	V, S, F	No	Illusion (Figment)		
Effect: Creates minor illusion of your design.					Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]						
LEVEL 2											
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Blur	17	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)		
Effect: Attacks miss subject 20% of the time.					Target: Creature touched						
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)		
Effect: Cures 2d8+10 damage					Target: Creature touched						
□□□□□	Summon Monster II	17	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)		
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart						
□□□□□	Whispering Wind	17	None	1 standard action	No more than 13 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]		
Effect: Sends a short message 13 miles.					Target: 10-ft.-radius spread						
LEVEL 3											
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Clairaudience/Clairvoyance	18	None	10 minutes	13 minutes [D]	Long (920 Feet)	V, S, F/DF	No	Divination (Scrying)		
Effect: Hear or see at a distance for 13 minutes.					Target: Magical sensor						
□□□□□	Confusion	18	Will negates	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Subjects behave oddly for 13 rounds.					Target: All creatures in a 15-ft. radius burst						
□□□□□	Crushing Despair	18	Will negates	1 standard action	13 minutes	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Subjects take -2 on attack rolls, damage rolls, saves, and checks.					Target: Cone-shaped burst						
□□□□□	Tiny Hut	18	None	1 standard action	26 hours [D]	20 ft.	V, S, M	No	Evocation [Force]		
Effect: Creates shelter for ten creatures.					Target: 20-ft.-radius sphere centered on your location						
LEVEL 4											
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Detect Scrying	19	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination		
Effect: Alerts you of magical eavesdropping.					Target: 40-ft.-radius emanation centered on you						
□□□□□	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	130 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)		
Effect: Immunizes subject against poison, detoxifies venom in or on subject.					Target: Creature or object of up to 13 cu. ft. touched						
□□□□□	Shadow Conjuration	19	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)		
Effect: Mimics conjuration below 4th level, but only 20% real.					Target: See text						
□□□□□	Zone of Silence	19	None	1 round	13 hours [D]	Personal	V, S	No	Illusion (Glamour)		
Effect: Keeps eavesdroppers from overhearing conversations.					Target: 5-ft.-radius emanation centered on you						
LEVEL 5											
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	False Vision	20	None	1 standard action	13 hours [D]	Touch	V, S, M	No	Illusion (Glamour)		
Effect: Fools scrying with an illusion.					Target: 40-ft.-radius emanation						
□□□□□	Mislead	20	None or Will disbelief (if interacted with); see text	1 standard action	13 rounds [D] and concentration + 3 rounds; see text	Close (55 Feet)	S	No	Illusion (Figment)(Glamour)		
Effect: Turns you invisible and creates illusory double.					Target: You/one illusory double						
* =Domain/Speciality Spell											