

**NPC**

Neutral Evil
ALIGNMENT
Normal
VISION
0
POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE

SKILLS							MAX RANKS		23/11.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
	Craft (Armorsmithing)	INT	7	=	1	+	6.0	+	
	Craft (Shipmaking)	INT	14	=	1	+	13.0	+	
✓	Hide	DEX	25	=	5	+	20.0	+	
	Knowledge (Geography)	INT	24	=	1	+	23.0	+	
	Knowledge (Religion)	INT	22	=	1	+	21.0	+	
	Perform (Act)	CHA	22	=	1	+	21.0	+	
	Perform (Comedy)	CHA	17	=	1	+	16.0	+	
	Perform (Dance)	CHA	24	=	1	+	23.0	+	
	Perform (Keyboard Instruments)	CHA	24	=	1	+	23.0	+	
	Perform (Oratory)	CHA	19	=	1	+	18.0	+	
							=	+	+
✓ : can be used untrained. ✗ : exclusive skills									

	TOTAL	=	BASE ATTACK BONUS	+	STAT MODIFIER	+	SIZE MODIFIER	+	MISC MODIFIER	+	TEMP MODIFIER
<b>MELEE</b> attack bonus	+19/+14/+9	=	+15/+10/+5	+	+4	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+20/+15/+10	=	+15/+10/+5	+	+5	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+19/+14/+9	=	+15/+10/+5	+	+4	+	+0	+	+0	+	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

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

## SPECIAL ABILITIES

Bardic knowledge (+21)
Bardic music 20/day
Countersong (Su)
Fascinate (Sp) - can effect 7 creature
Inspire Competence (Su)
Inspire Courage (Su) +4
Inspire Greatness (Su) - can affect 4 people
Inspire Heroics (Su) - can affect 2 people
Mass Suggestion (Sp)
Song of Freedom (Su)
Suggestion (Sp)

PROFICIENCIES
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

LANGUAGES
Common, Elven

# 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	5	5	5	0	0	0	0	0	0
PER DAY	4	5	4	4	0	0	0	0	0	0

## LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	11	Will negates	1 standard action	20 round	Close (75 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				
□□□□□	Detect Magic	11	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Ghost Sound	11	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Illusion (Figment)
	Effect: Figment sounds.				Target: Illusory sounds				
□□□□□	Light	11	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.				Target: Object touched				
□□□□□	Mending	11	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.				
□□□□□	Read Magic	11	None	1 standard action	200 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Secret Doors	12	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Reveals hidden doors within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Erase	12	See text	1 standard action	Instantaneous	Close (75 Feet)	V, S	No	Transmutation
	Effect: Mundane or magical writing vanishes.				Target: One scroll or two pages				
□□□□□	Obscure Object	12	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 2000 lbs				
□□□□□	Remove Fear	12	Will negates (harmless)	1 standard action	200 minutes; see text	Close (75 Feet)	V, S	Yes (harmless)	Abjuration
	Effect: Suppresses fear or gives +4 on saves against fear for 6 subjects				Target: 6 creatures, no two of which can be more than 30 ft. apart				
□□□□□	Undetectable Alignment	12	Will negates (object)	1 standard action	24 hours	Close (75 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.				Target: One creature or object				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animal Messenger	13	None; see text	1 standard action	20 days	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Sends a Tiny animal to a specific place.				Target: One Tiny animal				
□□□□□	Cat's Grace	13	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M	Yes	Transmutation
	Effect: Subject gains +4 to Dex for 20 minutes.				Target: Creature touched				
□□□□□	Eagle's Splendor	13	Will negates (harmless)	1 standard action	20 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 20 minutes.				Target: Creature touched				
□□□□□	Hypnotic Pattern	13	Will negates	1 standard action	Concentration + 2 rounds	Medium (300 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
	Effect: Fascinates [2d4 + level] HD of creatures.				Target: Colorful lights in a 10-ft.-radius spread				
□□□□□	Sound Burst	13	Fortitude partial	1 standard action	Instantaneous	Close (75 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
	Effect: Deals 1d8 sonic damage to subjects; may stun them.				Target: 10-ft.-radius spread				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Confusion	14	Will negates	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects behave oddly for 20 rounds.				Target: All creatures in a 15-ft. radius burst				
□□□□□	Deep Slumber	14	Will negates	1 round	20 minutes	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Puts 10 HD of creatures to sleep.				Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□	Gaseous Form	14	None	1 standard action	40 minutes [D]	Touch	S, M/DF	No	Transmutation
	Effect: Subject becomes insubstantial and can fly slowly.				Target: Willing corporeal creature touched				
□□□□□	Major Image	14	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1200 Feet)	V, S, F	No	Illusion (Figment)
	Effect: As silent image, plus sound, smell and thermal effects.				Target: Visual figment that cannot extend beyond 24 10-ft. cubes[S]				
□□□□□	Sculpt Sound	14	Will negates (object)	1 standard action	20 hours [D]	Close (75 Feet)	V, S	Yes (object)	Transmutation
	Effect: Creates new sounds or changes existing ones.				Target: 20 creatures or objects, no two of which can be more than 30 ft. apart				

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Scrying	15	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				
□□□□□	Dominate Person	15	Will negates	1 round	20 days	Close (75 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Controls humanoid telepathically.				Target: One humanoid				
□□□□□	Hold Monster	15	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: As hold person, but any creature.				Target: One living creature				
□□□□□	Legend Lore	15	None	See text	See text	Personal	V, S, M, F	No	Divination
	Effect: Lets you learn tales about a person, place, or thing.				Target: You				
□□□□□	Shout	15	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
	Effect: Deafens all within cone and deals 5d6 sonic damage.				Target: Cone-shaped burst				

## LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Light Wounds, Mass	16	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
	Effect: Cures 1d8+20 damage for many creatures.				Target: 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□	False Vision	16	None	1 standard action	20 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
	Effect: Fools scrying with an illusion.				Target: 40-ft.-radius emanation				

\* =Domain/Speciality Spell

## Bard Spells

■■■■■ Nightmare	16	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
<i>Effect:</i> Sends vision dealing 1d10 damage, fatigue.				<i>Target:</i> One living creature				
■■■■■ Seeming	16	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D]	Close (75 Feet)	V, S	Yes or No; see text	Illusion (Glamour)
<i>Effect:</i> Changes appearance of one person per two levels.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
■■■■■ Shadow Evocation	16	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)
<i>Effect:</i> Mimics evocation below 5th level, but only 20% real.				<i>Target:</i> See text				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
■■■■■ Charm Monster, Mass	17	Will negates	1 standard action	20 days	Close (75 Feet)	V	Yes	Enchantment (Charm)
<i>Effect:</i> As charm monster, but all within 30 ft.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
■■■■■ Project Image	17	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M	No	Illusion (Shadow)
<i>Effect:</i> Illusory double can talk and cast spells.				<i>Target:</i> One shadow duplicate				
■■■■■ Sympathetic Vibration	17	None; see text	10 minutes	Up to 20 rounds	Touch	V, S, F	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 2d10 damage/round to freestanding structure.				<i>Target:</i> One freestanding structure				
■■■■■ Veil	17	Will negates; see text	1 standard action	Concentration + 20 hours [D]	Long (1200 Feet)	V, S	Yes; see text	Illusion (Glamour)
<i>Effect:</i> Changes appearance of group of creatures.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				

\* =Domain/Speciality Spell