

Neutral Evil

ALIGNMENT
Normal
VISION
0
POINTS

Skill Name	SKILLS					MAX RANKS	17/8.5
	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Alchemy)	INT	7	= 1	+ 6.0	+		
Craft (Carpentry)	INT	17	= 1	+ 16.0	+		
Knowledge (Local)	INT	15	= 1	+ 14.0	+		
Knowledge (Nobility and Royalty)	INT	18	= 1	+ 17.0	+		
Knowledge (Religion)	INT	17	= 1	+ 16.0	+		
Perform (Dance)	CHA	22	= 5	+ 17.0	+		
Perform (Keyboard Instruments)	CHA	21	= 5	+ 16.0	+		
Perform (Oratory)	CHA	22	= 5	+ 17.0	+		
			=	+	+		

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+12/+7	=	+10/+5	+	+1	+	+1	+	+0	+	
RANGED attack bonus	+16/+11	=	+10/+5	+	+5	+	+1	+	+0	+	
GRAPPLE attack bonus	+12/+7	=	+10/+5	+	+1	+	+1	+	+0	+	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WEIGHT ALLOWANCE					
Light	32.0	Medium	64.0	Heavy	97.0
Lift over head	97.0	Lift off ground	194.0	Push / Drag	485.0

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

+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Bardic knowledge (+15)
Bardic music 14/day
Countersong (Su)
Fascinate (Sp) - can effect 5 creature
Inspire Competence (Su)
Inspire Courage (Su) +3
Inspire Greatness (Su) - can affect 2 people
Song of Freedom (Su)
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, Sickie, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip

Common, Halfling, Orc

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	3	0	0	0	0
	PER DAY	4	5	4	4	4	2	0	0	0	0
LEVEL 0											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination		
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation						
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]		
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light						
□□□□□	Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	14 rounds [D]	Close (60 Feet)	V, S, M	No	Illusion (Figment)		
Effect: Figment sounds.					Target: Illusory sounds						
□□□□□	Light	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]		
Effect: Object shines like a torch.					Target: Object touched						
□□□□□	Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (60 Feet)	V, S, F	Yes (object)	Transmutation		
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed						
□□□□□	Read Magic	15	None	1 standard action	140 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		
□□□□□	Charm Person	16	Will negates	1 standard action	14 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]		
Effect: Makes one person your friend.					Target: One humanoid creature						
□□□□□	Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)		
Effect: Cures 1d8+5 damage					Target: Creature touched						
□□□□□	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (60 Feet)	V, S	Yes (object)	Abjuration		
Effect: Conceals alignment for 24 hours.					Target: One creature or object						
□□□□□	Unseen Servant	16	None	1 standard action	14 hours	Close (60 Feet)	V, S, M	No	Conjuration (Creation)		
Effect: Invisible force obeys your commands.					Target: One invisible, mindless, shapeless servant						
LEVEL 2											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Enthrall	17	Will negates; see text	1 round	14 hour or less	Medium (240 Feet)	V, S	Yes	Enchantment (Charm)		
Effect: Captivates all within 240 ft.					Target: Any number of creatures						
□□□□□	Glitterdust	17	Will negates (blinding only)	1 standard action	14 rounds	Medium (240 Feet)	V, S, M	No	Conjuration (Creation)		
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread						
□□□□□	Hold Person	17	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Paralyzes one humanoid for 14 rounds.					Target: One humanoid creature						
□□□□□	Silence	17	Will negates; see text or none (object)	1 standard action	14 minutes [D]	Long (960 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)		
Effect: Negates sound in 15-ft. radius.					Target: 20 ft. radius emanation centered on a creature, object, or point in space						
LEVEL 3											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Charm Monster	18	Will negates	1 standard action	14 days	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]		
Effect: Makes monster believe it is your ally.					Target: One living creature						
□□□□□	Fear	18	Will partial	1 standard action	14 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]		
Effect: Subjects within cone flee for 14 rounds.					Target: Cone-shaped burst						
□□□□□	Speak with Animals	18	None	1 standard action	14 minutes	Personal	V, S	No	Divination		
Effect: You can communicate with animals.					Target: You						
□□□□□	Tiny Hut	18	None	1 standard action	28 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		
□□□□□	Break Enchantment	19	See text	1 minute	Instantaneous	Close (60 Feet)	V, S	No	Abjuration		
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 14 creatures, all within 30 ft. of each other						
□□□□□	Hold Monster	19	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: As hold person, but any creature.					Target: One living creature						
□□□□□	Invisibility, Greater	19	Will negates (harmless)	1 standard action	14 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)		
Effect: As invisibility, but subject can attack and stay invisible.					Target: You or creature touched						
□□□□□	Legend Lore	19	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						
LEVEL 5											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Dream	20	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]		
Effect: Sends message to anyone sleeping.					Target: One living creature touched						
□□□□□	Mislead	20	None or Will disbelief (if interacted with); see text	1 standard action	14 rounds [D] and concentration + 3 rounds; see text	Close (60 Feet)	S	No	Illusion (Figment)Glamer)		
Effect: Turns you invisible and creates illusory double.					Target: You/one illusory double						
□□□□□	Shadow Evocation	20	Will disbelief (if interacted with)	1 standard action	See text	See text	V, S	Yes	Illusion (Shadow)		
Effect: Mimics evocation below 5th level, but only 20% real.					Target: See text						
* =Domain/Speciality Spell											