

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack		1	2.0	2.0	
25 lbs., 1 Bullets, Sling (50)					
Sword (Short/Masterwork)	Equipped	1	2.0	310.0	
Sword (Short/Masterwork)	Equipped	1	2.0	310.0	
Bullets, Sling (50)	Backpack	1	25.0	0.5	
☐					
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Gloves of Dexterity +2	Equipped	1	0.0	4000.0	
Mithral Shirt	Equipped	1	10.0	1100.0	
30hp/inch and 15 hardness					
Ring of Jumping	Equipped	1	0.0	2500.0	
Shortbow (Composite/Masterwork)	Carried	1	2.0	375.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			17 lbs.	9597.5 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ABILITIES
+2 racial bonus on saving throws against enchantment spells or effects.
Bardic knowledge (+9)
Bardic music 7/day
Class Defense=5 (Armor)
Countersong (Su) for up to 10 rounds
Elven Blood
Fascinate (Sp) can effect 3 creatures for up to 7 rounds
Immunity to sleep spells and similar magical effects.
Inspire Competence (Su) +2 to skill checks for up to 2 minutes
Inspire Courage (Su) +1 to saves against charm or fear effects and +1 morale bonus on attack and damage rolls.
May wear light armor without incurring the normal arcane spell failure chance.
Touch AC+2

FEATS	
Acrobatic	You get a +2 bonus on all Jump checks and Tumble checks.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Improved Two-Weapon Fighting	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Two-Weapon Defense	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Sword (Short))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Improved Toughness	Gain hp equal to your current HD
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Psychic Ability	You have the potential to acquire psychic feats and skills.
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PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Whip

LANGUAGES
Common, Elven, Halfling, Sylvan

TEMPLATES

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	4	2	0	0	0
PER DAY	3	4	3	1	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Mage Hand	14	None	1 standard action	Concentration	Close (40 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 7		
☐☐☐☐☐ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 7		
☐☐☐☐☐ Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (40 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed		<i>Caster Level:</i> 7		
☐☐☐☐☐ Prestidigitation	14	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text		<i>Caster Level:</i> 7		
☐☐☐☐☐ Resistance	14	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Summon Instrument	14	None	1 round	7 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Summons one instrument of the caster's choice.					<i>Target:</i> One summoned handheld musical instrument		<i>Caster Level:</i> 7		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Charm Person	15	Will negates	1 standard action	7 hours	Close (40 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 7		
☐☐☐☐☐ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Expeditious Retreat	15	None	1 standard action	7 minutes [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You		<i>Caster Level:</i> 7		
☐☐☐☐☐ Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 7 rounds	Close (40 ft.)	V	Yes (object)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> 7 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart		<i>Caster Level:</i> 7		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Blur	16	Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Cat's Grace	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 7 minutes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7		
☐☐☐☐☐ Enthral	16	Will negates; see text	1 round	1 hour or less	Medium (170 ft.)	V, S	Yes	Enchantment (Charm)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Captivates all within 170 ft.					<i>Target:</i> Any number of creatures		<i>Caster Level:</i> 7		
☐☐☐☐☐ Suggestion	16	Will negates	1 standard action	7 hours or until completed	Close (40 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Compels subject to follow stated course of action.					<i>Target:</i> One living creature		<i>Caster Level:</i> 7		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Illusory Script	17	Will negates; see text	1 minute or longer; see text	7 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Only intended reader can decipher.					<i>Target:</i> One touched object weighing no more than 10 lb.		<i>Caster Level:</i> 7		
☐☐☐☐☐ Phantom Steed	17	None	10 minutes	7 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Magic horse appears for 7 hours.					<i>Target:</i> One quasi-real, horselike creature		<i>Caster Level:</i> 7		

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: