

Caleb Beltaine

NAME

15000

EXPERIENCE

Human

RACE

Medium

SIZE

5' 8"

HEIGHT

150 lbs.

WEIGHT

5/6

Character Level/ECL

21000

NEXT LEVEL

19

AGE

Male

GENDER

EYES

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

Low-light

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

17

+3

17

+3

17

+3

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

19

+4

21

+5

21

+5

HP

hit points

41

AC

armor class

19

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

+1

MISC MODIFIER

+0

BASE ATTACK

bonus

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+5

RANGED

attack bonus

+3

GRAPPLE

attack bonus

+5

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5

1d3+3

20/x2

5 ft.

*Battleaxe

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

20/x3

5 ft.

To Hit

Dam

1H-P

+5

1d8+3

2W-P-(OH)

-1

1d8+3

1H-O

+1

1d8+1

2W-P-(OL)

+1

1d8+3

2H

+5

1d8+4

2W-OH

-5

1d8+1

Special Properties

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d3+3

Special Properties

*: 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

*Faerie Garb +3

Light

+4

+8

+0

0

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

8/4

MISC MODIFIER

✓ Acrobatics

DEX

2

=

1

+

1.0

+

✓ Appraise

INT

3

=

3

+

+

✓ Athletics

STR

3

=

3

+

+

Athletics (Jump)

STR

7

=

3

+

1.0

+

3

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Deception

CHA

11

=

5

+

3.0

+

3

Disguise (Act in character)

CHA

12

=

5

+

2.0

+

5

✓ Endurance

CON

11

=

3

+

8.0

+

✓ Gather Information

CHA

10

=

5

+

2.0

+

3

✓ Heal

WIS

3

=

1

+

2.0

+

Knowledge (Arcana)

INT

11

=

3

+

8.0

+

Knowledge (Religion)

INT

4

=

3

+

1.0

+

✓ Perception

WIS

9

=

1

+

4.0

+

4

Perform (Sing)

CHA

18

=

5

+

4.0

+

9

Perform (Wind Instruments)

CHA

22

=

5

+

8.0

+

9

✓ Persuasion

CHA

8

=

5

+

+

3

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

7

=

1

+

6.0

+

Spellcraft

INT

13

=

3

+

8.0

+

2

✓ Stealth

DEX

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Thievery

DEX

1

=

1

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

✓/: can be used untrained. ✕: exclusive skills. *: Skill Mastery.

Character: Caleb Beltaine

Player: Joshua Troeger

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Battleaxe	Equipped	1	6.0	10.0	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Merrick's Ring	Equipped	1	0.0	0.0	
You know of threats to your dominion. You go unnoticed unless you desire attention (Will DC 171 to resist effect)					
Satyr Wreath	Equipped	1	0.0	0.0	
You can only get truly intoxicated by fey alcohol. Fey attitudes moved up by one automatically. Increases your charisma.					
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	9161.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
Any Weapon Rod	[Is This It]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Valor Form (Su)	[KH]
Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.	
Warcraft	[Eclipse, p.10]
+2 BAB	

Special Qualities	
Drive	[KH]
Immediately upon completing the Test of Valor, you gain the ability to Drive-- that is, infuse the Faerie Garb with a particular virtue you have to gain extra abilities for a short time. However, with all the bonuses, there is a powerful drawback: Anti Form. Anti Form is a state reached when you abuse the powers that Drives grant to you, and your heart is momentarily seized and consumed by darkness. The amount of time each form lasts depends on what is called a "Drive Gauge", which is a visible yellow meter on the left wristcuff of the Faerie Garb. If one were to pay enough attention, he would find that the Drive Gauge is actually based on a numeric system. When first seen, the amount the gauge shows would be equivalent to 30 points. When you Drive though, you see the gauge begin depleting, by 1 every second (6 per round, lost at the end of each action). Also, every time you attack (make an attack roll), you lose 1 point from the gauge. When the gauge drops to 0, your Drive ends. There are two ways to refill the Drive Gauge - 1. Each time you successfully deal damage to an opponent, the Drive Gauge refills by 1 point. 2. Once an hour the Drive Gauge automatically refills itself by 1 point. The Drive Gauge does not refill while you're in a Drive. Each time you Drive, your Form will reset the Drive Gauge for you to a particular amount. When that amount runs out, your Drive Gauge empties completely, and you revert to your normal form. At the same time your Form resets the Drive Gauge, it restores 3/4 of your maximum hit points. Also, while Driving, you ignore the penalties to your attack rolls and saving throws the Faerie Garb gives you.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Battleaxe)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (5x)	[Eclipse, p.9]
Covert regular feat to six Character Points	
Alertness	[PHB, p.89]
+2 bonus on Listen and Spot checks.	

PROFICIENCIES	
Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Common, Draconic, Elven, Gnomish, Terran	

TEMPLATES	
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Familiar: Aidan Firefalcon (Companion (Fire Falcon))					
HP:	20	AC:	18	INIT:	+3
FORT:	+2	REF:	+6	WILL:	+4
*Talons (Natural/Primary)	+2	DAM:	1d4-2	CRIT:	20/x2
Special:					

Recurring Bonuses	
Duties	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
Fast Learner ~ Other (Specialized in Spells)	[Eclipse, p.17]

DISADVANTAGES	
Hunted ()	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Irreverent ()	[Eclipse, p.19]
You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.	
Sleepwalker	[Eclipse, custom]
You are prone to sleepwalking while sleeping, acting out dreams or nightmares. GM decides when this comes into play.	
Unarmored	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

Spell Caster Information	
Bard	[Eclipse, p.11]
Bard Level 8, Casterlevel is 8	
Bard Spell Points (22)	[Is This It]

Eclipse Abilities	
Adept (Concentration, Knowledge (Arcana), Perform (Wind Instruments), Spellcraft)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Caleb's Orb	[Is This It]
Grants 'Rapid' ability	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psycrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
Companion - Template	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Familiar	[Eclipse, p.27]
You have a familiar companion	
Fire-Based Enhancement	[Is This It]
Fire based magic is increased in potency. Add +2 die of damage OR +5 damage to any fire based magic damage.	
Performance Bonus	[Is This It]
Performance-based checks are increased by +6. Likewise you also are granted a +3 bonus to Charisma-based skills and checks.	
Harnessed Intellect	[Eclipse, p.33]
(6 CP). With this ability a character may sustain a spell or other power that normally requires concentration for (Int Mod + 1) rounds without concentrating, although he or she cannot control the effect exactly during this period. The effect continues doing whatever it was doing before. The user may take control again when time runs out. This ability may be employed once per minute	
Link	[Eclipse, p.189]
Luck	[Eclipse, p.36]
A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	
Mental Link	[Is This It, Custom]
You are automatically in Mental Contact with your companions	
Mystic Artist	[Eclipse, p.38]
Usable 5/day, DC 15	

Mystic Artist Abilities	
Competence	[Eclipse, p.85]
Competence is more like it. Now you can give someone a +2 morale bonus to any skill check, attack roll, saving throw, or AC while you use your art, albeit only one of these at a time. It only affects one character.	
Emotion	[Eclipse, p.85]
You can make everyone in the area feel any strong emotion you care to evoke for up to five rounds after you cease to perform or after they leave the area of your art. In combat you may target either allies or enemies, providing/inflicting a morale bonus/penalty of up to 1 on saves against mind-affecting powers and on attacks and damage. Out of combat this is most useful for manipulating crowds or setting the mood for negotiations, oratory, and diplomacy.	
Excellence	[Eclipse, p.85]
Excellence grants the target two +4 morale bonuses which can be applied to an attribute, to all their saves, to their armor class, to their attacks, or to the damage they inflict in melee combat.	
Mass Excellence	[Eclipse, p.86]
This works as per Excellence, except it affects (artist's level/2 + Cha Mod) targets. Excellence grants the target two +4 morale bonuses which can be applied to an attribute, to all their saves, to their armor class, to their attacks, or to the damage they inflict in melee combat.	
Mass Greatness	[Eclipse, p.86]
This works as per Greatness, except it affects (Cha Mod + Level) targets. The lucky target(s) of Greatness becomes inspired to new heights. Up to (Level/3) targets gain a +1 Positive Level bonus and 1d10 temporary hit points.	
Rapid	[Eclipse, p.87]
(6 CP). Your art takes effect immediately, without the usual round of work. This isn't usually worth bothering with for static art, but performance artists may find it very handy.	
Amplify	[Eclipse, p.87]
A mystic artist using this ability can add to magical abilities used nearby. All friendly spellcasters within a 30' radius radius receive a +2 Caster Level bonus on all magical techniques.	
Block	[Eclipse, p.86]
A mystic artist can use his or her art to counter magical effects that depend on related abilities. Music can block sonic effects (but not those that merely use incantation). Painting can block effects relying on light, shadow, or gaze attacks. Sculpture and architecture can block effects like Turn to stone, Mud to Rock, Rock to Mud, Move Earth, Wall of Stone and so on. The artist simply makes his or her skill roll as normal. All characters in a 30' radius may use that check in place of their saving throw before or after rolling. Effects which do not grant saving throws force their caster to make a Caster Level check instead, is the artist wins the ability fails within the affects area. This ability takes effect immediately, even without the Rapid Song feat. Creatures already affected by affected powers treat the perform check as a new saving throw each round. Performance-dependent blocks normally last for 3d6 + (relevant Attribute Modifier) rounds. Static media create permanent blocks.	
Harmonize	[Eclipse, p.87]
Harmonize allows you to select two Mystic Artist powers and combine them into one. Normally you can only use one at a time.	
Serenity	[Eclipse, p.87]
This tune spreads an aura of rest and relaxation. Usable only once a week, it counts as a night's rest and refreshes uses-per-day abilities.	

The Path of the Dragon	
Dragonfire	[Eclipse, p.93]
(+6 CP, requires Shaping). Dragonfire enables a character to convert spell levels into flame attacks, shields of energy, and the channeling of raw magical power into other beings or items as a Standard Action. Attacks do 1d6 fire damage/spell level sacrificed to a 30' radius area or 2d6/spell level to a single target. Shields cancel a total of 4 points of damage per spell level sacrificed; a character may leave a shield up and do other things, but it lasts only 1 round per spell level. Shields may be used on other characters at ranges of up to 120 feet, provided that the user can see them. Channeling energy into creatures and objects is on a 1-to-1 basis. Characters converting spells for this purpose can only sacrifice one spell, regardless of how many levels it has, per round.	
Shaping	[Eclipse, p.92]
(6 CP). Shaping is the art of channeling ambient magic into effects. It allows the user to create effects like those produced by Prestidigitation at will. The character may not use cumulative effects or grant noticeable bonuses to anyone but may perform an immense variety of minor tricks for comfort, convenience, and amusement. As shown on the chart, learning Shaping is the first step along the dragon path.	

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	7	14	4	0	0	0
PER DAY	3	5	4	2	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dancing Lights		None	Standard Action	1 minute/level [D]	Medium (180 ft.)	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 8	
□□□□□ Ghost Sound	15	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 8	
□□□□□ Light		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
□□□□□ Mage Hand		None	Standard Action	Concentration	Close (45 ft.)	V,S	No	Transmutation	PHB: p.249
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 8	
□□□□□ Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□ Songbird	15	N/A	1 round	Performance +1 hour or until discharged; see text	Personal	V,S	No	Transmutation	SC: p.195
<i>Effect:</i> Gain +1 competence bonus to Charisma checks to influence NPCs; see text.					<i>Target:</i> You			<i>Caster Level:</i> 8	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	16	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 8	
□□□□□ Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□ Grease	16	See text	Standard Action	1 round/level [D]	Close (45 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.237
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square			<i>Caster Level:</i> 8	
□□□□□ Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object			<i>Caster Level:</i> 8	
□□□□□ Joyful Noise		None	1 standard action	Concentration; see text	10 ft.	S	No	Abjuration	SC: p.127
<i>Effect:</i> Dispels any magical silence.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 8	
□□□□□ Ray of Flame	16	See text	1 standard action	Instantaneous	Close (45 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text					<i>Target:</i> Ray			<i>Caster Level:</i> 8	
□□□□□ Tasha's Hideous Laughter	16	Will negates	Standard Action	1 round/level	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.292
<i>Effect:</i> Subject loses actions for 1 round/level.					<i>Target:</i> One creature; see text			<i>Caster Level:</i> 8	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alter Self		None	Standard Action	10 minutes/level [D]	Personal	V,S	No	Transmutation	PHB: p.197
<i>Effect:</i> Assume form of a similar creature.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□ Body of the Sun	17	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [Fire]	SC: p.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 8	
□□□□□ Fireburst	17	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: p.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.					<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 8	
□□□□□ Hold Person	17	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (180 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 8	
□□□□□ Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	Standard Action	1 minute/level [D]	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: p.245
<i>Effect:</i> Subject is invisible for 1 minutes/level or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lbs/level			<i>Caster Level:</i> 8	
□□□□□ Know Vulnerabilities	17	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V,S	Yes	Divination	SC: p.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 8	
□□□□□ Locate Object		None	Standard Action	1 minute/level	Long (720 ft.)	V,S,F/DF	No	Divination	PHB: p.249
<i>Effect:</i> Senses direction toward object [specific or type].					<i>Target:</i> Circle, centered on you, with a radius of 400 + 40 ft. per level			<i>Caster Level:</i> 8	
□□□□□ Minor Image	17	Will disbelief (if interacted with)	Standard Action	Concentration +2 rounds	Long (720 ft.)	V,S,F	No	Illusion (Figment)	PHB: p.254
<i>Effect:</i> As silent image, plus some sound.					<i>Target:</i> Visual figment that cannot extend beyond 40-ft. cubes + 10-ft/level [S]			<i>Caster Level:</i> 8	
□□□□□ Miser's Envy	17	Will negates	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.142
<i>Effect:</i> Designate a target and an object. For the duration the target seeks to get the object.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
□□□□□ Silence	17	Will negates; see text or none (object)	Standard Action	1 minute/level [D]	Long (720 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 8	
□□□□□ Sonic Weapon	17	N/A	1 standard action	1 minute/level [D]	Touch	V	N/A	Transmutation [Sonic]	SC: p.195
<i>Effect:</i> Do an extra 1d6 sonic damage with a weapon.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Bard Spells

□□□□□ Suggestion	17	Will negates	Standard Action	1 hour/level or until completed	Close (45 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PHB: p.285
<i>Effect:</i> Compels subject to follow stated course of action.					<i>Target:</i> One living creature				<i>Caster Level:</i> 8
□□□□□ Tactical Precision	17	Will negates [harmless]	1 standard action	1 round/level	Close (45 ft.)	V,S,M	Yes [harmless]	Divination [Mind-Affecting]	SC: p.218
<i>Effect:</i> Better coordinate your allies attacks. Gain +2 insight bonuses; see text.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart				<i>Caster Level:</i> 8
□□□□□ Tongues	17	Will negates (harmless)	Standard Action	10 minutes/level	Touch	V, M/DF	No	Divination	PHB: p.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 8

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Allegro	18	Fortitude negates [harmless]	1 swift action	1 minute/level [D]	20 ft.	V,S,M	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Gain 30 ft. enhancement bonus to movement up to double the normal movement.					<i>Target:</i> 20-ft.-radius burst, centered on you				<i>Caster Level:</i> 8
□□□□□ Fireball	18	Reflex half	Standard Action	Instantaneous	Long (720 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread				<i>Caster Level:</i> 8
□□□□□ G'Elsewhere Chant	18	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Conjuration [Sonic, SC: p.101 Teleportation]	PHB: p.231
<i>Effect:</i> Teleport a target randomly to safe location up to 100 feet and visible to you.					<i>Target:</i> One creature or object touched				<i>Caster Level:</i> 8
□□□□□ Love's Lament	18	Will negates	1 standard action	Instantaneous	60 ft.	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.134
<i>Effect:</i> Creatures that fail the save take 1d6 Wis and are nauseated for 1d4 rounds.					<i>Target:</i> Cone-shaped burst				<i>Caster Level:</i> 8

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: