
Character Name _____

Bard 5

CLASS

5 (4)

Character Level (CR)

15000 / 23000

EXP/NEXT LEVEL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+2	= +1	+ +1	+ +0	+ +0	+ +0	
REFLEX (dexterity)	+7	= +4	+ +3	+ +0	+ +0	+ +0	
WILL (wisdom)	+5	= +4	+ +1	+ +0	+ +0	+ +0	

+2 vs. enchantment spells and effects

+4 vs. Bardic Performance, sonic, and language-dependent effects

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+3	+0	+0	+0	0	
RANGED attack bonus	+6	=	+3	+3	+0	+0	0	
CMB attack bonus	+3	=	+3	+0	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRR
CMB	+3	+3	+3	+3	+3	+3
CMD	16	16	16	16	16	16

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3	20/x2	5 ft.

*Crossbow, Light				Hand	Type	Size	Critical	Reach
				Both	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +6		Damage: 1d8				
TH	80 ft.	160 ft.	240 ft.	320 ft.			400 ft.	
	+6	+4	+2	+0			-2	
Dam	1d8	1d8	1d8	1d8			1d8	
	480 ft.	560 ft.	640 ft.	720 ft.			800 ft.	
TH	-4	-6	-8	-10			-12	
	1d8	1d8	1d8	1d8			1d8	

Dagger			Hand	Type	Size	Critical	Reach
			Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE				
+3			1d4				
	10 ft.	20 ft.	30 ft.		40 ft.	50 ft.	
TH	+6	+4	+2		+0	-2	
Dam	1d4	1d4	1d4		1d4	1d4	

Player Name

Elf / Humanoid

RACE

133

Male

GENDER

WOUNDS/CURRENT HP

HP hit points	36				
AC armor class	18	:	15	:	13 = 10 + 5
	TOTAL		FLAT	TOUCH	BASE ARMOR BONUS
INITIATIVE modifier	+3	=	+3	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
Encumbrance	Light				

Cayden Cailean

Deity

Medium / 5 ft.

SIZE / FACE

EYES

None

Region

6' 1" / 127 lbs.

HEIGHT / WEIGHT

HAIR

Chaotic Good

Alignment

Low-Light Vision

VISION

Points

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
								Walk 20 ft.			
5	0	3	0	0	0	0	0	0	0	0	0
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC- TION	DODGE	Morale	Insight	Sacred	Profane	MISC
<div></div>	25	-4	0	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
MISS CHANCE	Arcane Spell	ARMOR CHECK	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST				

TOTAL SKILLPOINTS: 45		SKILLS		MAX RANKS: 5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	3	= 3	+ 1	+ -1
✓	Acrobatics (Jump)	DEX	-1	= 3	+ 1	+ -5
✓	Appraise	INT	8	= 3	+ 2	+ 3
✓	Bluff	CHA	7	= 2	+ 2	+ 3
✓	Climb	STR	1	= 0	+ 2	+ -1
✓	Craft (Untrained)	INT	3	= 3		
✓	Diplomacy	CHA	7	= 2	+ 2	+ 3
✓	Disguise	CHA	7	= 2	+ 2	+ 3
✓	Escape Artist	DEX	4	= 3	+ 2	+ -1
✓	Fly	DEX	-1	= 3		+ -4
✓	Handle Animal (Perform (Percussion Instruments))	CHA	8	= 2	+ [3]	+ 3
✓	Heal	WIS	1	= 1		
✓	Intimidate	CHA	6	= 2	+ 1	+ 3
✓	Intimidate (Perform (Percussion Instruments))	CHA	8	= 2	+ [3]	+ 3
	Knowledge (Dungeoneering)	INT	12	= 3	+ 2	+ 7
	Knowledge (Engineering)	INT	12	= 3	+ 2	+ 7
	Knowledge (Geography)	INT	11	= 3	+ 1	+ 7
	Knowledge (History)	INT	12	= 3	+ 2	+ 7
	Knowledge (Local)	INT	12	= 3	+ 2	+ 7
	Knowledge (Planes)	INT	11	= 3	+ 1	+ 7
	Knowledge (Religion)	INT	12	= 3	+ 2	+ 7
✓	Knowledge (Untrained)	INT	7	= 3		+ 4
	Linguistics(Elven, Orc)	INT	8	= 3	+ 2	+ 3
✓	Perception	WIS	3	= 1		+ 2
	Perform (Act)	CHA	6	= 2	+ 1	+ 3
	Perform (Comedy)	CHA	7	= 2	+ 2	+ 3
	Perform (Keyboard Instruments)	CHA	7	= 2	+ 2	+ 3
	Perform (Oratory)	CHA	8	= 2	+ 3	+ 3
	Perform (Percussion Instruments)	CHA	8	= 2	+ 3	+ 3
	Perform (Sing)	CHA	6	= 2	+ 1	+ 3
	Perform (String Instruments)	CHA	7	= 2	+ 2	+ 3
✓	Perform (Untrained)	CHA	2	= 2		
	Perform (Wind Instruments)	CHA	6	= 2	+ 1	+ 3
✓	Ride	DEX	-1	= 3		+ -4
✓	Sense Motive	WIS	6	= 1	+ 2	+ 3
	Sleight of Hand	DEX	3	= 3	+ 1	+ -1
	Spellcraft	INT	7	= 3	+ 1	+ 3
	Spellcraft (Identify magic item)	INT	9	= 3	+ 1	+ 5
✓	Stealth	DEX	3	= 3	+ 1	+ -1
✓	Survival	WIS	1	= 1		
✓	Swim	STR	-4	= 0		+ -4
	Use Magic Device	CHA	6	= 2	+ 1	+ 3

Sword, Short	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE		
+3			1d6		

*: 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
*Barding (Scale Mail)	Medium	+5	+3	-4	25

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

Bardic Performance

Rounds per days ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐

You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 14 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time. [Paizo Inc. - Core Rulebook, p.35]

Countersong: You can cast magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains no benefit from your countersong. If a creature is already under the effect of a countersong, but it must use your Perform check result for the save, Countersong does not work on effects that don't allow saves. Countersong relies on audible components. [Paizo Inc. - Core Rulebook, p.36]

Distraction: You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw to end the effect. If it fails the distraction, but it must use your Perform skill check result for its save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components. [Paizo Inc. • Core Rulebook, p.36]

Fascinate: You can use your performance to cause up to 2 creatures to become fascinated with you. Each creature you fascinate must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to communicate with the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 14) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function. [Paizo Inc. • Core Rulebook, p.37]

Inspire Competence: You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components. [Paizo Inc. - Core Rulebook, p.37]

Inspire Courage: You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance. [Paizo Inc. - Core Rulebook, p.37]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Crossbow, Light	Equipped	1	4 / 35
Barding (Scale Mail)	Equipped	1	30 / 100
Dagger	Carried	1	1 / 2
Sword, Short	Carried	1	2 / 10
TOTAL WEIGHT CARRIED/VALUE		37 lbs.	147gp

WEIGHT ALLOWANCE			
Light	38	Medium	76
Lift over head	115	Lift off ground	230
		Push / Drag	575

MONEY	
Total= 0 gp [Unspent Funds = 853 gp]	

MAGIC	
Languages	
Celestial, Common, Elven, Gnome, Orc, Sylvan	

Other Companions	
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Traits	
Fortified Drinker (Cayden Cailean)	[Paizo Inc. - Advanced Player's Guide, p.333]
Cayden Cailean's holy brews invigorate your mind, making you less susceptible to mental attacks. Whenever you imbibe any alcoholic beverage, you gain a +2 trait bonus on saves against mind-affecting effects for 1 hour.	
Magical Talent (Spell ~ Ray of Frost)	[Paizo Inc. - Advanced Player's Guide, p.329]
Either from inborn talent, whimsy of the gods, or obsessive study of strange tomes, you have mastered the use of a cantrip. You may cast CATEGORY=Internal Spell ~ Ray of Frost once per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Charisma-based.	

Special Attacks	
Distraction (Su)	[Paizo Inc. - Core Rulebook, p.36]
You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.	
Fascinate (Su)	[Paizo Inc. - Core Rulebook, p.37]
You can use your performance to cause up to 2 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 14) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.	

Special Qualities	
Armored Casting (Ex)	[Paizo Inc. - Core Rulebook, p.35]
You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.	
Bardic Knowledge (Ex)	[Paizo Inc. - Core Rulebook, p.35]
You add +2 to all Knowledge checks and may make all Knowledge skill checks untrained.	
Bardic Performance	[Paizo Inc. - Core Rulebook, p.35]
You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 14 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked	

unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Cantrips	[Paizo Inc. - Core Rulebook, p.38]
You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Countersong (Su)	[Paizo Inc. - Core Rulebook, p.36]
You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.	
Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Elven Magic (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.	
Inspire Competence (Su)	[Paizo Inc. - Core Rulebook, p.37]
You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.	
Inspire Courage (Su)	[Paizo Inc. - Core Rulebook, p.37]
You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves receive a +2 bonus on Perception skill checks.	
Lore Master (Ex)	[Paizo Inc. - Core Rulebook, p.38]
You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 1 times per day, you can take 20 on any Knowledge skill check as a standard action.	
Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Versatile Performance (Percussion Instruments) (Ex)	[Paizo Inc. - Core Rulebook, p.38]
You can use your bonus in the Perform (Percussion Instruments) skill in place of your bonus in the Handle Animal or Intimidate skills. When substituting in this way, you use your total Perform (Percussion Instruments) skill bonus, including class skill bonus, in place of your Handle Animal or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	
Well-Versed (Ex)	[Paizo Inc. - Core Rulebook, p.38]
You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.	

Feats	
Armor Proficiency, Medium	[Paizo Inc. - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	

Bouncing Spell	[Paizo Inc. - Advanced Player's Guide, p.151]
<p>You can direct a failed spell against a different target.</p> <p>Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.</p>	
Breadth of Experience	[Paizo Inc. - Advanced Player's Guide, p.151]
<p>Although still young for your kind, you have a lifetime of knowledge and training.</p> <p>You get a +2 bonus on all Knowledge and Profession skill checks, and can make checks with those skills untrained.</p>	

Proficiencies
<p>Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Whip</p>

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.330

[V, S] **TARGET:** Ray; **EFFECT:** A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]

* =Domain/Speciality Spell

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	3	—	—	—	—
PER DAY	at will	5	3	—	—	—	—
Concentration	+7						

LEVEL 0 / Per Day:0 / Caster Level:5

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (150 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
<input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (35 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
<input type="checkbox"/> Sift	Divination	1 standard action	Instantaneous	30 ft.	APG:p.244
[V, S] TARGET: one 10-ft. cube; EFFECT: See area as though examining it. [SR:No]					
<input type="checkbox"/> Summon Instrument	Conjuration (Summoning)	1 round	5 minutes [D]	0 ft.	CR:p.350
[V, S] TARGET: One summoned handheld musical instrument; EFFECT: This spell summons one handheld musical instrument of your choice. [SR:No]					
<input type="checkbox"/> Unwitting Ally	Enchantment (Charm) [Mind-Affecting]	1 standard action	1 round	Close (35 ft.)	APG:p.253
[V, S] TARGET: one living creature; EFFECT: Subject is considered ally for 1 round. [SR:Yes; DC:12, Will negates]					

LEVEL 1 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
<input type="checkbox"/> Summon Monster I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. [SR:No]					
<input type="checkbox"/> Unseen Servant	Conjuration (Creation)	1 standard action	5 hours	Close (35 ft.)	CR:p.364
[V, S, M] TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. [SR:No]					
<input type="checkbox"/> Vanish	Illusion (Glamer)	1 standard action	5 rounds [D]	Touch	APG:p.253
[V, S] TARGET: creature touched; EFFECT: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature. [SR:Yes (harmless); DC:13, Will negates (harmless)]					

LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage. [SR:Yes (harmless) or yes; see text; DC:14, Will half (harmless) or Will half; see text]					
<input type="checkbox"/> Invisibility	Illusion (Glamer)	1 standard action	5 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 500 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:14, Will negates (harmless) or Will negates (harmless, object)]					
<input type="checkbox"/> Pyrotechnics	Transmutation, FireSchool	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatuLong (600 ft.)		CR:p.328
[V, S, M] TARGET: One fire source, up to a 20-ft. cube; EFFECT: Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. [SR:Yes or No; see text; DC:14, Will negates or Fortitude negates; see text; Spell]					

* =Domain/Speciality Spell

Innate

☐ Ray of Frost

Brobostigon

Elf
RACE
133
AGE
Male
GENDER
Low-Light Vision
VISION
Chaotic Good
ALIGNMENT
Left
DOMINANT HAND
6' 1"
HEIGHT
127 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Cayden Cailean
DEITY
Humanoid
Race Type
Race Sub Type

Description:
Biography: