

Templeton Peck

Character Name

Player Name

Deity

Custom Campaign

Region

None

Alignment

Darkvision (60 ft.), Low-Light Vision

Bard (Standard) 11, Spellcaster 1

Human (Psionic) / Fey

Medium / 5 ft.

60' 0" / 1600 lbs.

VISION

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

VISION



12 (13)

70000 / 78000

0

Male

brown

combed

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
STR	14	+2	14	+2			96									15/cold iron				Walk 70 ft.				
DEX	20	+5	20	+5			AC	35	29	26	10	5	4	5	0	0	0	1	0	0	1	0	0	10
CON	14	+2	14	+2			INITIATIVE	+5	+5	+0			0	+0	10									
INT	20	+5	20	+5				TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST						
WIS	18	+4	18	+4			Encumbrance	Light																
CHA	27	+8	27	+8																				
SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP																
FORTITUDE		+3	+3	+2	+0	-2	+0																	
REFLEX		+13	+9	+5	+0	-1	+0																	
WILL		+14	+9	+4	+0	+1	+0																	

Conditional Combat Modifiers:
+1 AC versus designated opponent (Dodge Feat)

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+9/+4	+8/+3	+2	+0	-1	0	
RANGED	+14/+9	+8/+3	+5	+0	+1	0	
attack bonus							
GRAPPLE	+11/+6	+8/+3	+2	+0	+1	+0	
attack bonus							

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+9/+9/+4	1d8+2	20/x2	5 ft.
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
*Bracers of Armor +5		+5	+0	0	
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th					

Psionics							
Base PP:	0	Bonus PP:	1	Total PP:	1	Current PP:	

TOTAL SKILLPOINTS: 178		SKILLS		MAX RANKS: 15/7.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	5	=	5	
✓ Balance	DEX	7	=	5	+ 2
✓ Bluff	CHA	23	=	8	+ 15
✓ Climb	STR	2	=	2	
✓ Concentration	CON	17	=	2	+ 15
✓ Concentration (Cast defensively)	CON	21	=	2	+ 15 + 4
✓ Craft (Untrained)	INT	5	=	5	
✓ Diplomacy	CHA	24	=	8	+ 14 + 2
✓ Disguise	CHA	33	=	8	+ 15 + 10
✓ Disguise (Act in character)	CHA	35	=	8	+ 15 + 12
✓ Escape Artist	DEX	5	=	5	
✓ Forgery	INT	5	=	5	
✓ Gather Information	CHA	24	=	8	+ 14 + 2
✓ Heal	WIS	4	=	4	
✓ Hide	DEX	5	=	5	
✓ Intimidate	CHA	8	=	8	
✓ Jump	STR	20	=	2	+ 18
Knowledge (Arcana)	INT	7	=	5	+ 2
Knowledge (Local)	INT	19	=	5	+ 14
✓ Knowledge (Untrained)	INT	5	=	5	
✓ Listen	WIS	4	=	4	
✓ Move Silently	DEX	5	=	5	
Perform (Dance)	CHA	23	=	8	+ 15
Perform (Sing)	CHA	23	=	8	+ 15
✓ Ride	DEX	5	=	5	
✓ Search	INT	5	=	5	
✓ Sense Motive	WIS	4	=	4	
Sleight of Hand	DEX	21	=	5	+ 14 + 2
Spellcraft	INT	11	=	5	+ 6
Spellcraft (Decipher spell on scroll)	INT	13	=	5	+ 6 + 2
✓ Spot	WIS	4	=	4	
✓ Survival	WIS	4	=	4	
✓ Swim	STR	2	=	2	
✓ Swim (Avoid taking nonlethal fatigue damage)	STR	6	=	2	+ 4
Tumble	DEX	25	=	5	+ 15 + 5
Use Magic Device	CHA	22	=	8	+ 14
Use Magic Device (Scroll)	CHA	24	=	8	+ 14 + 2
✓ Use Rope	DEX	5	=	5	
			=	+	+
			=	+	+

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

Bardic Music	
Uses per day	□□□□□ □□□□□ □

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Bracers of Armor +5	Equipped	1	1 / 25,000		
These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +5, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Moderate conjuration; CL 7th					
Belt, Battle Dancer's	Equipped	1	1 / 13,000		
When wrapped around a character's waist, this belt confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th					
Slippers of Battle Dancing	Equipped	1	1 / 33,750		
Talisman of Undying Fortitude	Equipped	2	0 (0) / 8,000 (16,000)		
TOTAL WEIGHT CARRIED/VALUE		7.5 lbs.	87,750gp		
WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875
MONEY					
Coin (Gold): 225[Equipped]				Total= 225 gp	
MAGIC					
Languages					
Common, Draconic, Dwarven, Elven, Goblin, Yip-yak					
Other Companions					

Special Qualities	
AC Bonus (Ex)	[My]
A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the BattleDancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. BONUS +9, LEVEL = 5, STAT = 8	
Bardic Knack (Ex)	[PH2]
When making any skill check, you can use 1/2 your bard level (rounded up) in place of the number of ranks you have in the skill (even if that number is 0). For example, a 5th-level bard would have the equivalent of 3 ranks in Appraise, Balance, Bluff, and so on (but only for the purpose of making skill checks). You can't take 10 on checks when you use bardic knack (to take 10 you have to use your actual ranks). If the skill doesn't allow untrained checks, you must have at least 1 actual rank to attempt the check. Replaces: If you select this class feature, you do not gain bardic knowledge.	
Bardic Music	[PH]
Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). Bardic Music Times = 11	
Darkvision Vision (Ex)	[My]
You gain Darkvision 60'.	
Fascinate (Sp)	[PH]
A bard can use his music or poetics to cause 4 creature(s) to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 11 round(s)). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.	
Fey Type	[MM]
Fey eat/sleep/breathe	
Meager Fortitude	[UA]
You are sickly and weak of stomach.	
Noncombatant	[UA]
You are relatively inept at melee combat.	
Poor Reflexes	[UA]
You often zig when you should have zagged.	
Human Racial Traits (Ex)	[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Inspire Competence (Su)	[PH]
A bard can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard	

may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible-chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.	
Inspire Courage (Su)	[PH]
A bard can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +4 morale bonus on saving throws against charm and fear effects and a +4 morale bonus on attack rolls and a +4 bonus weapon damage rolls. Inspire courage is a mind-affecting ability.	
Inspire Greatness (Su)	[PH]
A bard can use music or poetics to inspire greatness in himself or a willing ally within 30 feet, granting him or her extra fighting capability. He can target 1 ally/allies with a single use of this ability. To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells such as sleep. Inspire greatness is a mind-affecting ability.	
Iron Vulnerability (Ex)	[My]
Iron and steel cause 1 point of damage to a mere touch. Iron or steel weapons deal +1d6 damage against you. If you have DR that would protect against this damage, it does apply (for instance, the damage from steel would be prevented by DR/Cold Iron)	
Low-Light Vision (Ex)	[PH]
You can see 2x 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.	
Naturally Psionic (Ex)	[XPH]
A phrenic creature gains 1 bonus power point.	
None (Ex)	[My]
Psionic	[XPH]
Total Power Points 1; Base Power Points 0; Bonus Power Points 1	
Assume Quirk	[CS]
When impersonating a particular individual, you can eliminate the normal Spot bonus granted to a viewer familiar with that individual (PH 73). The effect extends to all viewers.	
Second Impression	[CS]
If an observer sees through you disguise with a successful Spot check, you can (as an immediate action) attempt a Bluff check to convince him that he's mistaken. Use the observer's Spot check result as the DC for your Bluff check; if you succeed, the observer ignores the evidence of his own senses in favor of what your disguise attempts to show. You must be aware of the observer's discovery in order to use this trick.	
Social Recovery	[CS]
If your Diplomacy check to influence an NPC's attitude fails, you can spend another full round talking to the NPC, then make a Bluff check with a -10 penalty. Use the result of this check in place of the Diplomacy check result, except that it can't improve the NPC's attitude by more than one step. Once you use this skill trick (successfully or not), you cannot use it against the same target again for 24 hours.	
Back on Your Feet	[CS]
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.	
Spellbreaker Song	[CM]
You can use your music or poetics to interfere with spells that have verbal components. Doing this costs one daily use of your bardic music ability and requires a standard action to start. Enemy spellcasters within 30 feet of you take a 20% spell failure chance when casting any spell that has a verbal component (as if they were deafened). You can maintain your spellbreaker song for 3 rounds. This ability follows all the other appropriate rules for bardic music.	
Spelldance (Su)	[Mag]
2/day	
Suggestion (Sp)	[PH]
A bard can make a suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a suggestion doesn't count against a bard's daily limit on bardic music performances. A Will saving throw (DC 23) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.	
Summer's Caress (Su)	[My]
At will, spend a standard action and touch a creature. You remove all dazed, nauseated, fatigued, and exhausted conditions from the target. For indeed, this	

touch attack functions as Turn Undead used by a cleric two levels higher than your total level, affecting only the touched undead.

Weapon and Armor Proficiency

[PH]

A bard is proficient with all simple weapons, Bards are proficient with light armor and shields (except tower shields). Because the somatic components required for bard spells are relatively simple, a bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.

Weapon and Armor Proficiency

[Mag]

Feats

Combat Casting

[PH]

You are adept at casting spells in combat.

You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.

Dodge

[PH]

You are adept at dodging blows.

During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses (such as this one and a dwarf's racial bonus on dodge attempts against giants) stack with each other, unlike most other types of bonuses.

Endurance

[PH]

You are capable of amazing feats of stamina.

You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.

Extend Spell

[PH]

You can cast spells that last longer than normal.

An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Jack Of All Trades

[CAD]

You have picked up a smattering of even the most obscure skills.

You can use any skill as if you had 1/2 rank in that skill. This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge). If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect. Normal: Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Sleight of Hand, Speak Language, Spellcraft, Tumble, and Use Magic Device) unless you have ranks in the skill.

Mobility

[PH]

You are skilled at dodging past opponents and avoiding blows.

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

Nymph's Kiss

[BE]

By maintaining an intimate relationship with a good-aligned fey (such as a nymph or dryad), you gain some of the characteristics of fey.

Fey creatures regard you as though you were fey. You gain a +2 circumstance bonus on all Charisma-related checks, and a +1 bonus on all saving throws against spells and spell-like abilities. Starting with the level when you take this feat, you gain 1 extra skill point per level.

Persistent Spell

[PG]

You can make a spell last all day. A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or fixed range (for example, comprehend languages or detect magic). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as detect magic or detect thoughts to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

Snowflake Wardance

[Fr]

Use bardic music skill and add +8 to attack roll with slashing weapon for 15 rounds. Must not wear medium armor, heavy armor, or carry a shield. Will be fatigued for 10 minutes.

By expending one of your daily uses of bardic music, you may perform a deadly style of combat known as the snowflake wardance. Activating a snowflake wardance is a free action, and once activated, you add your Charisma modifier to your attack rolls with any slashing melee weapon you wield in one hand. This bonus to hit stacks with any bonuses you get from a high Strength score (or Dexterity score, if you are using Weapon Finesse). You cannot use this feat if you are carrying a shield, wearing medium or heavy armor, or carrying a medium or heavy load. A snowflake wardance lasts for a number of rounds equal to your ranks in Perform (dance). Performing a snowflake wardance is physically tiresome - when the snowflake wardance ends, you become fatigued for the next 10 minutes.

Simple Weapon Proficiency

[Wizards of the Coast - Deities and Demigods, p.100]

You understand how to use all types of simple weapons in combat (see Table 7-5: Weapons, page 116, for a list of simple weapons).

You make attack rolls with simple weapons normally.

Proficiencies

Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword (Short), Unarmed Strike, Whip

Templates

Phrenic

Psionic

Unseelie Fey

Temporary Bonus

Precognition (Defensive)

Alter Self

Force Screen

Haste

Innate

- Force Screen

Precognition, Defensive

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<div><div></div><div>Force Screen</div></div>	Psychokinesis [Force]	1 standard action	[CASTERLEVEL] minutes	Personal	TME:p.108
[Au] TARGET: You; EFFECT: You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class [which applies against incorporeal touch attacks, since the force screen is a force effect]. Since it hovers in front of you, the effect has no armor check penalty associated with it. Augment: For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1. [SR:No]					
<div><div></div><div>Precognition, Defensive</div></div>	Clairsentience	1 standard action	[CASTERLEVEL] min. [D]	Personal	TME:p.124
[Ma, Vi] TARGET: You; EFFECT: Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply. Augment: You can augment this power in one or both of the following ways. 1. For every 3 additional power points you spend, the insight bonus gained increases by 1. 2. If you spend 6 additional power points, you can manifest this power as a swift action.					

* =Domain/Speciality Spell

Bard Spells

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

LEVEL 0 / Per Day:3 / Caster Level:12

Name	School	Time	Duration	Range	Source
<div><div></div><div>Detect Magic</div></div>	Divination [Antimagic Domain, Divination I]	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical auras, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two. ----- Aura Power ----- Spell or Object [Faint [Moderate [Strong [Overwhelming Functioning spell [spell level] [3rd or lower [4th-6th [7th-9th [10th+ [deity-level] Magic item [caster level] [5th or lower [6th-11th [12th-20th [21st+ [artifact] Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength [Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6x10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
<div><div></div><div>Mage Hand</div></div>	Transmutation [Earth Shugenja, .MOD, Tra]r	1 standard action	Concentration	Close (55 ft.)	PH:p.249
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]					
<div><div></div><div>Prestidigitation</div></div>	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:18, See text]					
<div><div></div><div>Read Magic</div></div>	Divination	1 standard action	120 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; EFFECT: By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]					
<div><div></div><div>Songbird</div></div>	Transmutation	1 round	Performance +1 hour or until discharged;Personal		SC:p.195
[V,S] TARGET: You; EFFECT: You acquire an even greater charisma when you perform. Anyone who hears or views your performance becomes favorably inclined toward you. This spell grants you a +1 competence bonus on your next Charisma-based check involving any one person who saw the performance. This effect lasts for the duration of your performance and up to 1 hour immediately following. You must begin the performance within 1 hour of casting the spell for it to have any effect. [SR:No]					
<div><div></div><div>Stick</div></div>	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
[V,S,M] TARGET: Nonmagical, unattended object weighing up to 5lbs; EFFECT: Stick affixes one object weighing up to 5 pounds to another object. The two items can be separated with even a small amount of force, such as a wind stronger than 10 mph, a mage hand or unseen servant spell, or a move action by any corporeal creature [which provokes attacks of opportunity]. Material Component: A bit of dried glue. [SR:Yes [object]; DC:18, Will negates [object]]					

LEVEL 1 / Per Day:5 / Caster Level:12

Name	School	Time	Duration	Range	Source
<div><div></div><div>Charm Person</div></div>	Enchantment (Charm) [Mind-Affecting, Enc]t	1 standard action	12 hours	Close (55 ft.)	PH:p.209
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally [treat the target's attitude as friendly]. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming. [SR:Yes; DC:19, Will negates]					
<div><div></div><div>Combined Talent</div></div>	Divination	1 standard action	10 minutes [D] or until expended	Close (55 ft.)	CM:p.100
[V, S] TARGET: Two willing creatures no more than 30 ft. apart; EFFECT: Allows one subject to use the skill ranks of a second subject in place of her own. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
<div><div></div><div>Comprehend Languages</div></div>	Divination	1 standard action	120 minutes	Personal	PH:p.212
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell. Arcane Material Component: A pinch of soot and a few grains of salt. [SR:No]					
<div><div></div><div>Disguise Self</div></div>	Illusion (Glamer) [Air Shugenja, Illusion Do]r	1 standard action	120 minutes [D]	Personal	PH:p.222
[V, S] TARGET: You; EFFECT: You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile [touch] or audible [sound] properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion. [SR:No]					

LEVEL 2 / Per Day:5 / Caster Level:12

Name	School	Time	Duration	Range	Source
<div><div></div><div>Alter Self</div></div>	Transmutation (Polymorph)	1 standard action	120 minutes [D]	Personal	PH:p.197
[V, S] TARGET: You; EFFECT: You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself. You retain your own ability scores. Your class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal form, except for those requiring a body part that the new form does not have [such as a mouth for a breath weapon or eyes for a gaze attack]. You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels. If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly [that is, speak a language] to use verbal components and must have limbs capable of fine manipulation to use somatic or material components. You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities [such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120 feet for flying or 60 feet for nonflying movement], natural armor bonus, natural weapons [such as claws, bite, and so on], racial skill bonuses, racial bonus feats, and any gross physical qualities [presence or absence of wings, number of extremities, and so forth]. A body with extra limbs does not allow you to make more attacks [or more advantageous two-weapon attacks] than normal. You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth. You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype [if any] remain the same regardless of your new form. You cannot take the form of any creature with a template, even if that template doesn't change the creature type or subtype. You can freely designate the new form's minor physical qualities [such as hair color, hair texture, and skin color] within the normal ranges for a creature of that kind. The new form's significant physical qualities [such as height, weight, and gender] are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check. When the change occurs, your equipment, if any, either remains worn or held by the new form [if it is capable of wearing or holding the item], or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form. [SR:No]					
<div><div></div><div>False Lie</div></div>	Illusion (Glamer)	1 standard action	12 hours	Close (55 ft.)	CM:p.104
[V, S, M] TARGET: One creature; EFFECT: Subject seems to be lying, both to Sense Motive and divinations, even when she is not, [SR:Yes; DC:20, Will negates]					
<div><div></div><div>Misdirection</div></div>	Illusion (Glamer)	1 standard action	12 hours	Close (55 ft.)	PH:p.254
[V, S] TARGET: One creature or object, up to a 10-ft. cube in size; EFFECT: By means of this spell, you misdirect the information from divination spells that reveal auras [detect evil, detect magic, discern lies, and the like]. On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. [Neither the subject nor the other object gets a saving throw against this effect.] Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if					
* =Domain/Speciality Spell					

Bard Spells

one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic [augury, detect thoughts, clairaudience/clairvoyance, and the like]. [SR:No; DC:20, None or Will negates; see text]

■■■■■ Silence	Illusion (Glamer) [Air Shugenja]	1 standard action	12 minutes [D]	Long (880 ft.)	PH:p.279
[V, S] TARGET: 20 ft. radius emanation centered on a creature, object, or point in space; EFFECT: Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks. [SR:Yes; see text or no (object); DC:20, Will negates; see text or none (object)]					

LEVEL 3 / Per Day:5 / Caster Level:12

Name	School	Time	Duration	Range	Source
■■■■■ Charm Monster	Enchantment (Charm) [Mind-Affecting]	1 standard action	12 days	Close (55 ft.)	PH:p.209
[V, S] TARGET: One living creature; EFFECT: This spell functions like charm person, except that the effect is not restricted by creature type or size. [SR:Yes; DC:21, Will negates]					
■■■■■ Haste	Transmutation [Air Shugenja, Transmutatic	1 standard action	12 rounds	Close (55 ft.)	PH:p.239
[V, S, M] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hastened creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hastened creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hastened creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component: A shaving of licorice root. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
■■■■■ Major Image	Illusion (Figment) [Air Shugenja, Illusion Dc	1 standard action	Concentration + 3 rounds	Long (880 ft.)	PH:p.252
[V, S, F] TARGET: Visual figment that cannot extend beyond 16 10-ft. cubes[S]; EFFECT: This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately. [SR:No; DC:21, Will disbelief (if interacted with)]					
■■■■■ Remove Curse	Abjuration [Water Shugenja, Abjuration Do	1 standard action	Instantaneous	Touch	PH:p.270
[V, S] TARGET: Creature or item touched; EFFECT: Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:21, Will negates (harmless)]					

LEVEL 4 / Per Day:4 / Caster Level:12

Name	School	Time	Duration	Range	Source
■■■■■ Dominate Person	Enchantment (Compulsion) [Mind-Affecting]	1 round	12 days	Close (55 ft.)	PH:p.224
[V, S] TARGET: One humanoid; EFFECT: You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival [such as sleeping, eating, and so forth]. Because of this limited range of activity, a Sense Motive check against DC 15 [rather than DC 25] can determine that the subject's behavior is being influenced by an enchantment effect [see the Sense Motive skill description]. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action. By concentrating fully on the spell [a standard action], you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it. [SR:Yes; DC:22, Will negates]					
■■■■■ Freedom of Movement	Abjuration	1 standard action	120 minutes	Personal or touch	PH:p.233
[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing. Material Component: A leather thong, bound around the arm or a similar appendage. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
■■■■■ Modify Memory	Enchantment (Compulsion) [Mind-Affecting]	1 round; see text	Permanent	Close (55 ft.)	PH:p.255
[V, S] TARGET: One living creature; EFFECT: You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways. . Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells. . Allow the subject to recall with perfect clarity an event it actually experienced. . Change the details of an event the subject actually experienced. . Implant a memory of an event the subject never experienced. Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes [a period of time equal to the amount of memory time you want to modify] visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost. A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine. [SR:Yes; DC:22, Will negates]					
* =Domain/Specialty Spell					

Templeton Peck

Human (Psionic)

RACE	0
AGE	
GENDER	Male
VISION	Darkvision (60 ft.), Low-Light Vision
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	60' 0"
WEIGHT	1600 lbs.
EYE COLOUR	brown
SKIN COLOUR	lightly tanned
HAIR / HAIR STYLE	brown, carefully combed
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	Custom Campaign
REGION	
DEITY	
Race Type	Fey

Race Sub Type

Description:
Biography:

