

Sai Wren

Character Name

Bard (Standard) 6, Siren 6

CLASS

12 (12)

66000 / 78000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Petal / Fey

RACE

0

Male

AGE

GENDER

Deity

Tiny / 0 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

None

Alignment

Low-Light Vision

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

6

-2

6

-2

HP

hit points

108

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

15/cold iron

SPEED

Walk 25 ft., Fly 60 ft.(Good)

DEX

30

+10

30

+10

AC

armor class

39

29

39

10

0

0

10

2

0

17

0

0

0

0

0

0

0

0

0

CON

18

+4

18

+4

INITIATIVE

modifier

+10

10

+0

0

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

INT

20

+5

20

+5

Encumbrance

Light

WIS

14

+2

14

+2

CHA

37

+13

43

+16

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+8

+4

+4

+0

+0

+0

REFLEX

(dexterity)

+22

+12

+10

+0

+0

+0

WILL

(wisdom)

+7

+5

+2

+0

+0

+0

MELEE

attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+9/+4

STAT

-2

SIZE

+2

MISC

+0

EPIC

0

TEMP

RANGED

attack bonus

+21/+16

=

+9/+4

+10

+2

+0

0

GRAPPLE

attack bonus

-11/-16

=

+9/+4

-2

-18

+0

+0

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+21/+16

DAMAGE

1d4-2

CRITICAL

20/x2

REACH

0 ft.

Special Properties:

*Whip-dagger +1 (Tiny)						HAND	TYPE	SIZE	CRITICAL	REACH
						Primary		T	19-20/x2	15 ft.
1H-P	To Hit	+10/+5	Dam	1d3-1	2W-P-(OH)			+4/-1		1d3-1
1H-O		+6/+1	1d3-1	2W-P-(OL)				+6/+1		1d3-1
2H		+10/+5	1d3-1	2W-OH				+0		1d3-1

Special Properties: A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Other than damage values and the fact that Whip-daggers deal real damage rather than subdual (and thus are not prevented from dealing damage by armor and natural armor as whips are) they are treated identically to whips.

\*: 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
*Battle Dancer's Anklet		+17	+0	0	
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.					

TOTAL SKILLPOINTS: 153					SKILLS					MAX RANKS: 15/7.5								
SKILL NAME					KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER									
✓	Appraise				INT	5	=	5										
✓	Balance				DEX	12	=	10	+ 2									
✓	Bluff				CHA	28	=	16	+ 12									
✓	Climb				STR	-2	=	-2										
✓	Concentration				CON	16	=	4	+ 12									
✓	Craft (Untrained)				INT	5	=	5										
✓	Diplomacy				CHA	18	=	16	+ 2									
✓	Disguise				CHA	16	=	16										
✓	Disguise (Act in character)				CHA	18	=	16	+ 2									
✓	Escape Artist				DEX	10	=	10										
✓	Forgery				INT	5	=	5										
✓	Gather Information				CHA	18	=	16	+ 2									
✓	Heal				WIS	2	=	2										
✓	Hide				DEX	18	=	10	+ 8									
✓	Intimidate				CHA	32	=	16	+ 14	+ 2								
✓	Jump				STR	0	=	-2	+ 2									
	Knowledge (Arcana)				INT	16	=	5	+ 9	+ 2								
	Knowledge (Local)				INT	19	=	5	+ 14									
✓	Knowledge (Untrained)				INT	5	=	5										
✓	Listen				WIS	16	=	2	+ 14									
✓	Move Silently				DEX	10	=	10										
	Perform (Comedy)				CHA	31	=	16	+ 15									
	Perform (Dance)				CHA	31	=	16	+ 15									
	Perform (Oratory)				CHA	31	=	16	+ 15									
	Perform (Sing)				CHA	31	=	16	+ 15									
	Perform (String Instruments)				CHA	31	=	16	+ 15									
	Perform (Wind Instruments)				CHA	31	=	16	+ 15									
✓	Ride				DEX	10	=	10										
✓	Search				INT	5	=	5										
✓	Sense Motive				WIS	17	=	2	+ 15									
	Spellcraft				INT	21	=	5	+ 12	+ 4								
	Spellcraft (Decipher spell on scroll)				INT	23	=	5	+ 12	+ 6								
✓	Spot				WIS	2	=	2										
✓	Survival				WIS	2	=	2										
✓	Swim				STR	-2	=	-2										
	Tumble				DEX	30	=	10	+ 15	+ 5								
	Use Magic Device				CHA	25	=	16	+ 9									
	Use Magic Device (Scroll)				CHA	27	=	16	+ 9	+ 2								
✓	Use Rope				DEX	10	=	10										
							=		+	+								
							=		+	+								
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.																		

Conditional Skill Modifiers:

Bardic Knowledge +11

Versatile Performer - You are treated as if you have 15 ranks in Perform (Comedy)

Versatile Performer - You are treated as if you have 15 ranks in Perform (Dance)

Versatile Performer - You are treated as if you have 15 ranks in Perform (Oratory)

Versatile Performer - You are treated as if you have 15 ranks in Perform (String Instruments)

Versatile Performer - You are treated as if you have 15 ranks in Perform (Wind Instruments)

Bardic Music

Uses per day

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Panther mask	Equipped	1	0 / 2,700		
(7th) Run; +5-ft. bonus to speed in light or no armor					
Whip-dagger +1 (Tiny)	Equipped	1	0.3 / 2,312.5		
A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Other than damage values and the fact that Whip-daggers deal real damage rather than subdual (and thus are not prevented from dealing damage by armor and natural armor as whips are) they are treated identically to whips.					
Cloak of Charisma +6	Equipped	1	2 / 36,000		
This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +6 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th					
Slippers of Battle Dancing	Equipped	1	1 / 33,750		
Battle Dancer's Anklet	Equipped	1	0 / 13,000		
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.					
Everfull Mug	Equipped	1	0 / 200		
TOTAL WEIGHT CARRIED/VALUE		3.6 lbs.	87,962.5gp		
WEIGHT ALLOWANCE					
Light	10	Medium	20	Heavy	30
Lift over head	30	Lift off ground	60	Push / Drag	150
MONEY					
Coin (Platinum): 3[Equipped]					
Coin (Gold): 7[Equipped]					
Coin (Silver): 5[Equipped]					
				Total= 37.5 gp	
MAGIC					
Languages					
Common, Sylvan					
Other Companions					
Special Abilities					
You may roll Spellcraft and Knowledge (Arcana) untrained.					
Special Attacks					
Song of Despair (Su)				[ My ]	
At 5th level, a siren begins to enhance her already formidable sonic abilities with additional effects. Once per day, she can overlay a despair effect on her sonic attack identical to that of an emotion spell. Those affected by the sonic attack make their saving throws for that attack before resolving the despair effect. The Will save DC to resist this effect is 12 + the siren's level + the siren's Cha modifier(28). The despair effect lasts 1 round per siren class level(6 rounds).					
Song of Idiocy (Su)				[ My ]	
At 5th level, a siren gains a new sonic ability. Once per day per level in this prestige class(6), she can overlay an Intelligence-damaging effect on her sonic attack. This is identical to the effect of a feeblemind spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will save to resist this effect has a DC of 12 + the siren's level + the siren's Cha modifier(34), and arcane spellcasters and creatures that use arcane spell-like abilities take a -4 penalty on their saves.					
Song of Nightmare (Su)				[ My ]	
At 4th level, a siren gains a new sonic ability. Once per day per level in this prestige class(6), she can overlay a terrifying effect on her sonic attack. This is identical to the effect of a phantasmal killer spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will and Fortitude saves to resist this effect have a DC of 12 + the siren's level + the siren's Cha modifier.					
Special Qualities					
Soldier				[ DMG2 ]	
A soldier mentor is a commander of an army, a captain of a garrison, a mercenary leader, or otherwise in command of a combat troop. A soldier grants his apprentice a +2 competence bonus on Intimidate checks and a +2 bonus on Fortitude saving throws. Associated Skills: Intimidate, Knowledge (Local).					
Autumn Harvest (Su)				[ My ]	
A number of times a day equal to your Charisma bonus (minimum 1) you can touch a creature with a special dispelling touch, which functions as a targeted Dispel Magic with caster level equal to your total HD.					
Bardic Knowledge				[ PH ]	
A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier (+11) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM can determine the Difficulty Class of the check by referring to the table above.					
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 = 6					
Charisma Bonus +4				[ My ]	

At 3rd level, a siren gains a +2 inherent bonus to her Charisma score. This bonus rises to +4 at 6th level and to +5 at 8th level.	
<b>Countersong (Su)</b> [ PH ]	
A bard can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself ) that is affected by a sonic or language-dependent magical attack (such as a sound burst or command spell) may use the bard's 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 the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.	
<b>Fascinate (Sp)</b> [ PH ]	
A bard can use his music or poetics to cause 2 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 6 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.	
<b>Fey Type</b> [ MM ]	
Fey eat/sleep/breathe	
<b>Inspire Competence (Su)</b> [ 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.	
<b>Inspire Courage (Su)</b> [ 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 +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack rolls and a +2 bonus weapon damage rolls. Inspire courage is a mind-affecting ability.	
<b>Iron Vulnerability (Ex)</b> [ 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)	
<b>Low-Light Vision (Ex)</b> [ 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.	
<b>None (Ex)</b> [ My ]	
<b>Reverberation</b> [ My ]	
Gain Reverbration as a bonus feat.	
<b>Swift Concentration</b> [ CS ]	
You can maintain concentration on a spell or similar effect as a swift action.	
<b>Back on Your Feet</b> [ CS ]	
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.	
<b>Suggestion (Sp)</b> [ 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 29) 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.	
<b>Weapon and Armor Proficiency</b> [ 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.	

Feats	
<b>Apprentice</b>	<b>[DMG2]</b>
<p>A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1st level. Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship.</p> <p>When you select this feat, you gain all the benefits described in this section for being an apprentice.</p>	
<b>Doomspeak</b>	<b>[CR]</b>
<p>You can demoralize an enemy with horrible condemnations and grim portents of impending doom.</p> <p>You can use a bardic music use to utter a curse on any enemy within 120 feet. The target must be able to hear you and comprehend your remarks. If the target fails a Will save (DC 10 + your character level + Cha mod) is cursed with a -10 penalty on attack rolls, saves, ability checks, and skill checks for 1 round. This is a supernatural, necromantic effect.</p>	
<b>Haunting Melody</b>	<b>[My]</b>
<p>You can use your music to inspire fear.</p> <p>When you sing or use some other Perform skill, you can unnerve enemies within 30 feet of you. Any opponent in range must succeed on a Will saving throw (DC 10 + 1/2 your bard level + your Cha modifier) or become shaken for a number of rounds equal to your ranks in the Perform skill. This is a mind-affecting fear effect. Special: Using this ability counts as one of your daily uses of bardic music.</p>	
<b>Ironskin Chant</b>	<b>[CAD]</b>
<p>You can channel the power of your bardic music to enable yourself to ignore minor injuries.</p> <p>As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn. This feat does not function in an area of magical silence.</p>	
<b>Versatile Performer</b>	<b>[CAD]</b>
<p>You are skilled at many kinds of performances.</p> <p>Pick a number of Perform categories equal to your Intelligence bonus (minimum 1). For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest ranked Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases. In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lyre while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.</p>	
<b>Reverberation (Granted)</b>	<b>[SS]</b>
<p>Your sonic attack is more potent than normal.</p> <p>Add +2 to the DC of all saving throws against your sonic attack. Special: If you have more than one form of sonic attack, you can take this feat multiple times. Each time, it applies to a different one of your sonic attacks.</p>	
<b>Weapon Finesse (Granted)</b>	<b>[PH]</b>
<p>You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.</p> <p>With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.</p>	

Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Eldritch Blast, 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
Magic Blooded (Spark)
Unseelie Fey

Innate

- ☐ Detect Magic
- ☐ Nystul's Magic Aura (DC:10)
- ☐ Read Magic

Siren Supernatural Abilities Spell-like Abilities

- ☐ Emotion (3e) (DC:28)
- ☐ ☐ ☐ ☐ Feeblemind (DC:34)
- ☐
- ☐ ☐ ☐ ☐ Phantasmal Killer (DC:34)
- ☐

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <b>Detect Magic</b>	Divination [Antimagic Domain, Divination 1]	standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> 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 areas, 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]					
<input type="checkbox"/> <b>Nystul's Magic Aura</b>	Illusion (Glamour)	1 standard action	12 days [D]	Touch	PH:p.257
<b>[V, S, F] TARGET:</b> One touched object weighing up to 60 lbs; <b>EFFECT:</b> You alter an item's aura so that it registers to detect spells [and spells with similar capabilities] as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful [if it is an artifact, for instance], magic aura doesn't work. Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura. Focus: A small square of silk that must be passed over the object that receives the aura. [SR:No; DC:10, None; see text]					
<input type="checkbox"/> <b>Read Magic</b>	Divination	1 standard action	120 minutes	Personal	PH:p.269
<b>[V, S, F] TARGET:</b> You <b>EFFECT:</b> 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]					
* =Domain/Specialty Spell					

Siren Supernatural Abilities Spell-like Abilities

Emotion (3e)	School	Time	Duration	Range	Source
<input type="checkbox"/> <b>Emotion (3e)</b>	Enchantment (Compulsion) [Mind-Affecting]	1 action	Concentration	Medium (110 ft.)	PH:p.199
<b>[V, S] TARGET:</b> All living creatures within a 15-ft. radius; <b>EFFECT:</b> This spell arouses a single emotion of your choice in the subjects. You can choose any one of the following versions: Despair: The enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion [despair] dispels emotion [hope]. Fear: The enchanted creatures flee from you whenever they are in sight of you. Emotion [fear] dispels emotion [rage]. Friendship: The enchanted creatures react more positively toward others. Their attitude on the Influencing NPCAttitude Table [see NPC Attitudes in the DUNGEON MASTER's Guide] shifts to the next more favorable reaction [hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful]. Creatures involved in combat, however, continue to fight back normally. Emotion [friendship] dispels emotion [hate]. Hate: The enchanted creatures react more negatively toward others. Their attitude on the Influencing NPCAttitude Table [see NPC Attitudes in the DUNGEON MASTER's Guide] shifts to the next less favorable reaction [helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile]. Emotion [hate] dispels emotion [friendship]. Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion [hope] dispels emotion [despair]. Rage: The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. Emotion [rage] does not stack with barbarian rage or with itself. Emotion [rage] dispels emotion [fear]. [SR:Yes; DC:28, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Feeblemind</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Medium (110 ft.)	PH:p.229
<b>[V, S, M] TARGET:</b> One creature; <b>EFFECT:</b> If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw. Material Component: A handful of clay, crystal, glass, or mineral spheres. [SR:Yes; DC:34, Will negates; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Phantasmal Killer</b>	Illusion (Phantasm) [Fear, Mind-Affecting, 1]	1 standard action	Instantaneous	Medium (110 ft.)	PH:p.260
<b>[V, S] TARGET:</b> One living creature; <b>EFFECT:</b> You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. If the subject of a phantasmal killer attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack. [SR:Yes; DC:34, Will disbelief [if interacted with], then Fortitude partial; see text]					
* =Domain/Specialty Spell					

Bard Spells

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

LEVEL 0 / Per Day:3 / Caster Level:6

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Magic</b>	Divination [Antimagic Domain, Divination 1]	standard action	Concentration, up to 6 minutes [D]	60 ft.	PH:p.219
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> 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 areas, 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Ghostharp</b>	Divination	1 minute	5 minutes/level [D]	Touch	SC:p.104
<b>[V, S] TARGET:</b> Object touched; <b>EFFECT:</b> You prepare an object that records and replays a song previously played or sung in its vicinity. When cast, the spell searches a radius of 50 feet for the lingering notes of a tune played there within the last day. It records these notes and reverberations. At your verbal command, "Play," the ghostharp replays the music. The tune repeats until you command it to stop, or until its duration comes to an end. The ghostharp does not record conversations. Its imperfect replay can't reproduce bardic music or other magical effects, nor can it cast spells. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Light</b>	Evocation [Light, Fire Shugenja, Evocation 1]	standard action	60 minutes [D]	Touch	PH:p.248
<b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function. A light spell [one with the light descriptor] counters and dispels a darkness spell [one with the darkness descriptor] of an equal or lower level. Arcane Material Component: A firefly or a piece of phosphorescent moss. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Mage Hand</b>	Transmutation [Earth Shugenja, .MOD, Trar1]	standard action	Concentration	Close (40 ft.)	PH:p.249
<b>[V, S] TARGET:</b> One nonmagical, unattended object weighing up to 5 lb.; <b>EFFECT:</b> 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Prestidigitation</b>	Universal	1 standard action	1 hour	10 ft.	PH:p.264
<b>[V, S] TARGET:</b> See text; <b>EFFECT:</b> 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:26, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Summon Instrument</b>	Conjuration (Summoning)	1 round	6 minutes [D]	0 ft.	PH:p.285
<b>[V, S] TARGET:</b> One summoned handheld musical instrument; <b>EFFECT:</b> This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet [your choice]. The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. [SR:No]					
* =Domain/Specialty Spell					

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# Sai Wren

Petal

RACE

0

AGE

Male

GENDER

Low-Light Vision

VISION

None

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Fey

Race Type

Race Sub Type

Description:  
Biography: