Myr I	er'E	Bard											None	None				
Character Name					Player N	lame	Deity Region Alignment			0.0								
											Darkvision (60 ft.), Low-Light							
Bard (Standard) 12				Aasimar (Lesser) / Deathless N				Med	ium	ı / 5 ft.	0' 0" / 0 lbs.	Vision	Jiic		1	The same		
CLASS							SIZE /	FACE	Ē	HEIGHT / WEIGHT	VISION				A SE			
				0 Male														
Character Level/ECL EXP/NEXT LEVEL (CR)				AGE GENDER			EYES			HAIR	Points							
ABILITY NAME BASE BASE ABILITY ABILITY TEMP SCORE MOD SCORE MOD SCORE				TEMP MOD	ш	4.45	wou	UNDS/CURRENT HP		_	SUBDUAL DAMAGE	DAMAGE REDUCTION			PEED	- L		
STR Strength	16	+3	16	+3			HP hit points	145						15/cold iron			40 ft., Avera	
DEX	20	+5	20	+5			AC	31	26 : 2	29 = 10	+ 0) + 0 +	5 + 0 + 2 +	0+0+0				
Dexterity	*	+0	*	+0			armor class	TOTAL		DUCH BASE	ARM	OR SHIELD	STAT SIZE NATURAL	DEFLEC- TION DODGE Mo		•		
Constitution					,		INITIA	TIVE	+5 = -	+5 + +0	BON	o Bonus	+0 0 5	5 5				
INT Intelligence	16	+3	16	+3			modifi	er	TOTAL	DEX MISC		MISS Arcane	ARMOR SPELL ACIE	COLD ELECT.	FIRE			
WIS	18	+4	18	+4			F10 61 1100	hunnen	MC	DDIFIER MODIFIER	R	CHANCE Spell Failure	CHECK RESIST RESIST PENALTY POINTS: 135		RESIST		MAY PAN	NKS: 15/7.5
CHA	31	+10	37	+13			Encum	brance	L	ight	J	TOTAL SIGLE	SKILL NAME	SKIL KEY ABI		. ABILI'		
Charisma	G THRO		TOTAL	BASE	ABILI	TY MAGIO	MISC	EPIC 1	ЕМР		1	Appraise		INT				MODIFIER
	TITU		+1	= +4	+ +0) + +0	+ -3 +	+0	\neg		1	Balance		DE	7	= 5		+ 2
(cc	nstitution)								=		1	Bluff Climb		CH.				
	FLEX lexterity)		+13	= +8	+ +5	5 + 0	+ +0	+0 +			1	Concent	ration	STF CO				+ 13
V	VILL		+9	= +8	+ +4	+ +0	+ -3 +	+0 +				Craft (Al		INI				, 15
(wisdom)							ے لئے			1	Craft (Ur	•	INT	3	= 3		
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							nd para	lysis, as	well as sp	pells and	/	Disguise Escape A		CH.				
abilitie						nic. paralysis and sleep effects				1	Forgery	AI LISL	DE: IN1					
			g thro	ws aga	ainst į	paralys	is and s	leep eff	ects		1	,	nformation	CH		3 = 13		
Acid Resistance 5									1	Heal		WI	5 4	= 4				
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Electric	ity Ke	SiStaii									/	Intimida	te	CH.				+ 2
TOTAL +12/+7 =			BASE ATTACK +9/+			MISC +0 + +0	+ 0 +	_	Jump Knowled	lge (Arcana)	STF INT			+ 15	U			
IVI C attack			+12/	T/		+9/+	4	T3	+0		1		lge (Untrained)	INT				, <u> </u>
RAN	GED		+12/	+7	=	+9/+	+	+5 + +	+0 + -2	+ 0 +	1	Listen		WI				+ 3
	PPLE		+12/	+7	- -	+9/+	4 +	+3 + -	+0 + +0	+ +0 +	/	Move Sil	•	DE			3 + 15	,
attack	bonus		,									Perform		CH. CH.			3 + 15	
UNARMED TOTAL ATTACK BO				NUS	DAMAGE		ITICAL	REACH	1	Ride	(- 5)	DE						
(nonlethal only) +12/+7 Special Properties:			(+/		1d8+3	2	0/x2	5 ft.	/	Search		INT		_		+ 1		
-	•		_									Sense M		WI				
*Whip-dagger (Ironwood (+1)))	HAND Off-band	TYPE SI				Sleight o		DE: IN1			+ 15 + 14				
		Dam	Off-hand S M 19-20/x2 To Hit			x2 15 ft. Dam	Spellcraft (Decipher spell on s				1111 21 3 17 7							
1H-P	1H-P +13 1d6		1d6+4		2W-P-(OH) +7		1d6+4	1	✓ Spot		WIS				+ 3			
			1d6+2			+9		1d6+4	1	Survival		WI	5 4					
2H +13 1d6+5 Special Properties: A character who takes th			2W-OH +3 1d Exotic Weapon Proficiency (whip) feat is also			1d6+2	✓ Swim			STF								
proficient in the whip-dagger. Other than da			amage values and the fact that Whip-daggers deal					Tumble	da Davidaa	DEX			+ 15					
			are not prevented from dealing damge by armor eated identically to whips., Wooden but functions as					Use Magic Device CHA Use Magic Device (Scroll) CHA					3 + 15 3 + 15					
steel, does not burn								1	Use Rop		DE			ט ו				
*Whip-dagger (Ironwood (+1)) HAND TYPE SIZE CRITICAL REACH									32		=	+	+					
		To H		,		1	Primary	S N	√ 19-20/	x2 15 ft.						=	+	+
1H-P		+13/-			Dam 1d6+4	2W-P-	(ОН)	+7/+		1d6+4	ľ		: can be used untrair	ned. X : exclusive ski	lls. *: Sk	ill Mast	ery.	
1H-0		+9/+			1d6+2	2W-P-		+9/+		1d6+4			Ва	ardic Music				
2H +13/+8 1d6+5 Special Properties: A character who takes th							+3 oficiency		1d6+2 is also	L	Jses per d		00 00					
proficier	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 damge by armor																	
and nati	ıral arm	or as w								functions as								
steel, do	es not b	urn																

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.

EQUIPMENT

LOCATION ITEM Whip-dagger (Ironwood (+1)) Equipped

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 damge by armor and natural armor as whips are) they are treated identically to whips., Wooden but functions as steel, does not burn

Whip-dagger (Ironwood (+1)) Equipped

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., Wooden but functions as steel, does not burn0 lbs., 1 Truedeath Crystal (Lesser)

Whip-dagger Truedeath Crystal (Lesser)

0 / 5.000 (Ironwood (+1))

QTY

1

(11011W000 (+1))
This amethyst is carved in the shape of a skull. Its paired weapon deals an extra 1d6 damage to undead and has the ghost touch ability.

Belt, Battle Dancer's Equipped 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

Cloak of Charisma +6 Equipped 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 / 33,750 TOTAL WEIGHT CARRIED/VALUE 14 lbs. 87,800gp

WEIGHT ALLOWANCE

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

MONEY Coin (Gold): 200[Equipped]

Total= 200 gp

WT / COST

3 / 25

MAGIC

Languages

Celestial, Common, Draconic, Elven, Sylvan

Other Companions

Special Abilities

You may roll Spellcraft and Knowledge (Arcana) untrained.

Special Attacks

[MM] Daylight (Sp)

An Aasimar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.

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 +14, LEVEL = 5, STAT = 13

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.

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 = 12

Darkvision (Ex)

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Darkvision Vision (Ex)

You gain Darkvision 60'.

Deathless Type

[MM]

[My]

Deathless do not eat/sleep/breathe. Deathless are Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ and death effects. Not subject to critical hits/ nonlethal damage/ ability drain. Unlike Undead, Deathless are susceptible

to energy drain. Immune to damage to STR/DEX/CON as well as to fatigue and exhaustion effects. Negative energy can harms Deathless creatures. Immune to any effect that requires a Fortitude save other than energy drain (unless it works on objects or is harmless). Not at risk from death from massive damage (but destroyed when reduced to 0 hp). Not affected by Raise Dead and Reincarnate spells/abilities (but Resurrection and True Resurrection return the undead into their former living self).

Dragonblood Subtype [RDr]

If a race possesses the dragonblood subtype, it has a strong affinity to dragonswhich means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons. The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.

Fast Healing 3 [MM] Meager Fortitude [UA] You are sickly and weak of stomach. Shaky [UA]

You are relatively poor at ranged combat. Weak Will [UA]

You are highly suggestible and easily duped.

Healing Hymn [cc]

Replaces: This benefit replaces the fascinate bardic music ability. If you have 3 or more ranks in a Perform skill, you can use your music or poetics to create an area conducive to healing. To be affected, an ally must be able to see and hear you perform. The effect lasts as long as you continue performing and for 5 rounds thereafter. An affected ally who casts any conjuration (healing) spell gains a +1 sacred (if you're good or neutral) or profane (if you're evil) bonus on the roll for each rank you have in the Perform skill. This ability has no effect on spells cast from wands, scrolls, or other magic items. In addition, if you use this ability for 1 full minute before you and your allies retire for the night, everyone in the group heals naturally as if he had completed 24 hours of bed rest (thus recovering twice his character level in hit points). If the music is interrupted, the magic of the song is lost. Either use of healing hymn counts as one daily use of your bardic music ability. This is a spell-like ability.

Inspire Competence (Su)

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.

[PH] Inspire Courage (Su)

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)

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 2 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)

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.

Mothlike (Ex) [My]

Your wings resemble a mot or butterfly.

[RDr]

Draconic creatures have a +4 racial bonus on saves against magic sleep effects and paralysis.

Resistance to Acid (Ex)

[MM]

[MM]

CS 1

You may ignore 5 points of Acid damage each time you take Acid damage

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take Cold damage

[MM]

Resistance to Electricity (Ex)

You may ignore 5 points of Electricity damage each time you take Electricity damage

Resist Control (Ex) [My]

+2 profane bonus on Will saves against Control Undead spell. Skills

[MM] An Aasimar has a +2 racial bonus on Spot and Listen checks.

Conceal Spellcasting

You can cast a spell without revealing that you are doing so. make a Sleight of Hand check as part of the action used to cast the spell, opposed by the Spot checks of onlookers. If you are successful, an observer can't tell that you're casting a spell.

[cs] Mosquito's Bite If you use a light weapon to hit a flat-footed opponent, you can choose to have

the opponent not realize that it has been hit until the start of your next turn. Instead, that opponent reacts as if you had attacked and missed. Swift Concentration [CS]

You can maintain concentration on a spell or similar effect as a swift action. Acrobatic Backstab [CS]

If you succeed on a Tumble check t move tthrough an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.

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.

Song of Freedom (Sp)

A bard can use music or poetics to create an effect equivalent to the break enchantment spell (caster level 12). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.

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.

Turn Resistance [MM] Unnatural Resilience (Ex) [My]

You automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on you.

Weapon and Armor Proficiency

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

Draconic Heritage [DM]

You have a greater connection with your draconic bloodline than others of your kind.

You gain the dragonblood subtype. Choose one kind of dragon from the list in the accompanying table. This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (see page 59). Half-dragons must choose the same dragon kind as their dragon parent. When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of draconic feats you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding entry in the accompanying table. Special: With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the Monster Manual. For details and more options, see Draconic Heritage, page 102 of Races of the Dragon.

Dragonfire Inspiration [MD]

You can channel the power of your draconic ancestry into the attacks of your allies.

When you use your bardic music to inspire courage, you can choose to imbue your allies with dragonfire. This choice is made when first activating the ability, and the choice applies to all allies affected. Each ally so inspired loses the standard morale bonus on weapon attack rolls and damage rolls. Instead, he deals an extra 1d6 points of fire damage with his weapons for every point of morale bonus that your inspire courage ability would normally add to the attack roll. For example, an 8th-level bard using this ability would add 2d6 points of fire damage to his allies' attacks. Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

Dragontouched [DM]

You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.

You gain the dragonblood subtype. You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects. In addition, you can select draconic feats as if you were a sorcerer of your character level.

Haunting Melody

You can use your music to inspire fear.

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

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.

Lingering Song [CAd]

Your inspirational bardic music stays with the listeners long after the last note has died away

If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play. Normal: Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

Melodic Casting [CM]

You weave your music and magic together into a single perfect voice.

Whenever a Concentration check would be required, you can make a Perform check instead. In addition, you can cast spells and activate magic items by command word or spell while using bardic music. Bardic music abilities that require concentration still take a standard action to perform

Snowflake Wardance [Fr] Use bardic music skill and add +13 to attack roll with slashing weapon for 15

rounds. Must not wear medium armor, heavy armor, or carry a shield. Will be fatiqued 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.

Song of the Heart [My]

Your bardic music reaches the depths of its listeners' hearts.

When you use inspire courage, inspire competence, inspire greatness, or inspire heroics, any bonus granted by your music increases by +1. Thus, a 15th-level bard with this feat grants his allies a +4 bonus on attack rolls, damage rolls, and saving throws against fear when he uses inspire courage, rather than the +3 he would normally grant. If he uses inspire greatness, the same bard grants up to three allies 3 bonus Hit Dice, a +3 bonus on attack rolls, and a +2 bonus on Fortitude saves. Also, when you use fascinate, suggestion, or mass suggestion, the saving throw DC increases by 1. If you have the Haunting Melody feat, the saving throw DC for that effect also increases by 1. If you have the Music of Growth feat, the bonus bestowed by that feat increases to +6. If you have the Music of Making feat, the bonus on Craft checks bestowed by that feat increases to +6. If you have the Soothe the Beast feat, you gain a +2 circumstance bonus on your Perform check to improve the attitude of an animal or magical beast.

Words of Creation You have learned a few of the words that were spoken to create the world.

You can use the Words of Creation to enhance bardic music, to help cast good spells and create good magic items, and to enhance the process of creation (see Words of Creation in Chapter 2). Normal: A nonevil creature that tries to utter the Words of Creation without learning them properly is affected as by a feeblemind spell, while an evil character is struck dead. Fortunately, it is impossible to make someone speak the Words of Creation against his will, because their pronunciation is so exacting.

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

Assign Race Type ~ Humanoid

Draconic Creature

Evolved Deathless

Lesser Planetouched

Magic Blooded (Spark)

Necropolitan(Deathless)

Unseelie Fey

Innate

□Daylight □Detect Magic □Haste (DC:26) □Nystul's Magic Aura (DC:10) □Read Magic

		Innate Racial	Spells			
	Name	School	Time	Duration	Range	Sour
_	<u>Daylight</u>	Evocation [Light, Fire Shugenja]	1 standard action	120 minutes [D]	Touch	PH:p.2

[V, S] TARGET: Object touched; EFFECT: The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light: proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]

Detect Magic

Divination [Antimagic Domain, Divination I1 standard action Concentration, up to 12 minutes [D] 60 ft.

Haste Transmutation [Air Shugenja, Transmutatic1 standard action 12 rounds Close (55 ft.)

[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 hasted 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 hasted creature gains a +1 bonus on attack rolls and a +1 bonus on attack bonus on attack rolls and a +1 bonus on attack bonus on attack rolls and a +1 bonus on attack bonus o

Nystul's Magic Aura Illusion (Glamer) 1 standard action 12 days [D] Touch

[V, S, F] TARGET: One touched object weighing up to 60 lbs; EFFECT: 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 ware doesn't work in the targeted item's own aura is exceptionally powerful [if it is an artifact, for instance], magic aura doesn't work. Note: A magic ware doesn't work in the targeted item's own aura is exceptionally powerful [if it is an artifact, for instance].

SECIO Menor control and the control of the control of

Read Magic Divination 1 standard action 120 minutes

[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]

*=Domain/Speciality Spell

Bard Spells

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

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

Name Divination [Antimagic Domain, Divination I1 standard action Concentration, up to 12 minutes [D] Detect Magic

[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 Evocation [Light, Fire Shugenja, Evocation I1 standard action 120 minutes [D]

OOOO Light

[V, M/DF] TARGET: Object touched; EFFECT: 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] Transmutation [Earth Shugenja, .MOD, Trar1 standard action Concentration □□□□□ <u>Mage Hand</u>

[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

rection, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No] 1 standard action 1 hour

Universal □□□□ Prestidigitation

[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 head adamage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude artificial. The materials created by a prestidigitation engel 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:23, See text]

□□□□□<u>Read Magic</u> 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]

Transmutation 1 standard action Instantaneous

[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:23, Will negates [object]]

LEVEL 1 / Per Day:7 / Caster Level:12

Name Range Source 1 standard action □□□□□ Comprehend Languages

[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

SC:p.124

[V,S] TARGET: You; EFFECT: While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

1 standard action Concentration; see text 10 ft. SC:p.127 □□□□□Joyful Noise Abjuration

□□□□□ <u>Unseen Servant</u>

[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. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 [so it can lift 20 pounds or drag 100 pounds]. It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and

Bard Spells

other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. [It gets no saves against attacks.] If you attempt to send it beyond the spell's range [measured from your current position], the servant ceases to exist. Material Component: A piece of string and a bit of wood. [SR:No]

	LEVEL 2 / Per Day:6 / (Caster Le	vel:12							
Name	School	Time	Duration	Range	Source					
□□□□□ Celerity, Lesser	Transmutation	1 immediate action	Instantaneous	Personal	PH2:p.105					
[V] TARGET: You; EFFECT: Can immediately take a move action. You are dazed until the end of your next turn.										
□□□□ <u>Cure Moderate Wounds</u>	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.216					
[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 2d8 points of damage +1 point per caster level [maximum +10]. [SR:Yes (harmless); see text; DC:25, Will half (harmless); see text]										
□□□□□ Deceptive Fagade	Illusion (Glamer)	1 standard action	120 minutes [D]	Touch	CM:p.102					
[V, S] TARGET: Creature or object [up to 12 cu. Ft.] touched;	EFFECT: Disguise appearance of another creature or object. [SR:Ye	es (harmless); DC:25,	Will negates (harmless	s, object) or Will disbelief]						
□□□□□ Sonic Whip	Evocation [Sonic, Mind-Affecting]	1 standard action	1 round/level	0 ft.	SC:p.195					
[V,S,M] TARGET: A whip of force; EFFECT: This spell creates a	whip of sonic energy that you wield as if you had proficiency with	it. Simply cracking a	sonic whip as a free ac	ction keeps normal animals [but not dire animals, m	agical					

beasts, or vermin] at bay unless they succeed on a Will save. Affected animals stay at least 30 feet away from you for the duration of the spell, as space permits. On a successful ranged attack with the whip, any normal animal you strike must succeed on a Will save or become frightened. Against other creature types, you can use a sonic whip in combat as if it were a normal whip. Material Component: A miniature silk whip. [SR:No; DC:25, Will negates; see text]

LEVEL 3 / Per Day:6 / Caster Level:12 Range Close (55 ft.) Name Enchantment (Charm) [Mind-Affecting] 1 standard action ____Charm Monster PH:p.209 12 days [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:26, Will negates] 10 minutes Divination (Scrying) [Air Shugenja] 12 minutes [D] Long (880 ft.) PH:p.209 □□□□□<u>Clairaudience/Clairvoyance</u>

[V, S, F/DF] TARGET: Magical sensor; EFFECT: Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see [your choice] almost as if you were there. You don't need line of sight or line of effect, but the locale must be known-a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying. Arcane Focus: A small horn [for hearing] or a glass eye [for seeing]. [SR:No]

□□□□□ Creaking Cacophony Illusion (Figment) [Sonic] 1 standard action 1 round/level Medium (220 ft.)

[V,5] TARGET: 40-ft.-radius spread; EFFECT. The sound from this spell is as loud as a pitched battle and is audible far beyond the spell's area. Outside the spell's area, the sound is merely loud. Inside the spell's area, the sound is overwhelming. All creatures within the spell's area take a -4 penalty on Listen checks. Spellcasters are distracted and must make a Concentration check to cast any spell [DC equals this spell's DC + the level of the spell being cast]. A creaking cacophony spell enhances and focuses sonic energy. Creatures in the area that do not have immunity to sonic damage, so sonic damage, so sonic damage, sonic damage. [SR:Yes]

Conjuration (Healing) [Water Shugenja] 1 standard action Instantaneous Touch PH:p. PH·n 216

[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 3d8 points of damage +1 point per caster level [maximum +15]. [SR:Yes (harmless); see text; DC:26, Will half (harmless); see text]

LEVEL 4 / Per Day:5 / Caster Level:12 Conjuration (Healing) [Water Shugenja] 1 standard action □□□□□ Cure Critical Wounds Instantaneous PH:p.215 Touch [V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 4d8 points of damage +1 point per caster level [maximum +20]. [SR:Yes (harmless); see text; DC:27, Will half (harmless); see text] □□□□ <u>Freedom of Movement</u> Abjuration 1 standard action 120 minutes Personal or touch PH:p.233

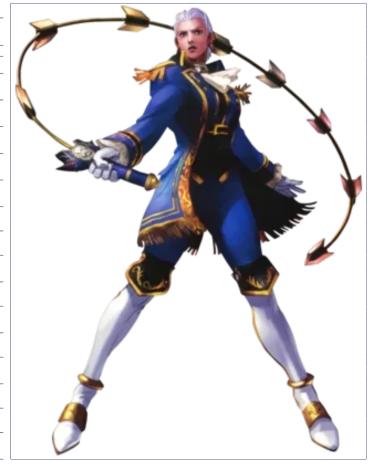
[V, S, M, DF] TARGET: You or creature touched; EFFECT: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. The subject automatically succeeds 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:27, Will negates (harmless)]

□□□□□ Shadow Conjuration Illusion (Shadow) 1 standard action See text

[V, S] TARGET: See text; EFFECT: You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration [summoning] or [V, 5] TARGET: See text; EFFELT: You use material from the Plane of Shadow to shape quast-real musions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wixard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. Shadow conjuration shadow conjurations are actually one-fifth [20%] as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature. Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelievel is conjusted in the spell being simulated allows, but the save both of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration's level [4th] rather than the spell's normal level. In addition, any effect created by shadow conjuration allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work. A shadow creature, however, the shadow creature's damage is one-fifth [20%] normal, and all special abilities that do not deal lethal damage are only 20% likely to work. [Roll for each use and each affected character separately.] Furthermore, the shadow creature's consenting a save a creature shat succeeds on its save sees the shadow conjurations as reasonagent images experiment on yourse shadows forms and constitution of the first leaves against the second or some shadows forms one-fifth against a creature of the little saves against the second or some shadows forms one-fifth against a creature of the save to shadow forms a superimonage of the save to shadow forms and shadow for creature's AC bonuses are one-fifth as large. A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell. [SR:Yes; see text; DC:27, Will disbelief (if interacted with); varies; see text]

Maria David David

Myr Der Bard
Aasimar (Lesser)
RACE
0
AGE
Male
GENDER
Darkvision (60 ft.), Low-Light Vision
VISION
None
ALIGNMENT
Right
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EVE COLOUR
EYE COLOUR
SKIN COLOUR
HAIR / HAIR STYLE
,
PHOBIAS
1
PERSONALITY TRAITS
INTERESTS
1
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
RESIDENCE
LOCATION
None
REGION
DEITY



Race Sub Type

Deathless Race Type

Description:

PLAYING THIS WEIRDO **ROLES**

--- Bards are generalist, Jacks-of-all-Trades. You're no exception. Your primary role is DPR, your secondary roles are Healer, Control, Tank, and Utility

***********DPR*************

Combat round 1 [-1 Bardic Music]

Swift Action [Cast Inspirational Boost]

Standard Action Bardic Music - Dragonfire Inspiration +4 for bard level, +1 for Inspirational Boost, x2 for Words Of Creation = a +10 boost from Inspire Courage.]: You and all affected Allies add +10d6 Sonic Damage to weapon damage for the duration of the Inspiraiton. This lasts for as long as you sing + 5 rounds, and does not require concentration to maintain.

Move Action - Position yourself to attack next turn.

Let your allies lay out the hurt with your added damage.

Round 2 (Normal Battles)[-1 Bardic Music]

Free Action - Activate Snowflake Wardance (Lets you use CHA instead of STR for your to-hit bonus)

Free Movement - take a 5' step to adjust if you need to

Full Attack from 15' away, and enjoy your massive hit and damage boost.

Round 2 (Hard Battles)

Free Action - Activate Snowflake Wardance (Lets you use CHA instead of STR for your to-hit bonus)

Swift Action - Cast "Celerity" for an extra Standard Action.

Use it to activate your "Haste" Spelllike Abiltiy.

{"Melodic Casting} lets you keep singing while you cast spells}

The Necropolitan Template makes you immunse to the Dazing side-effects of casting Celerity

Free Movement - take a 5' step to adjust if you need to

Full Attack from 15' away, and enjoy your massive hit and damage boost.

Round 3+(Normal Battles)

Free Movement - take a 5' step to adjust if you need to

Full Attack from 15' away, and enjoy your massive hit and damage boost.

If oppoent AC is high enough you're not hitting with your second attack, move at least 10' to trigger sllippers of battle dancing, and make a single attack

Round 3+(Hardl Battles)

Free Movement - take a 5' step to adjust if you need to

Swift Action [Lesser Celerity] get an extra move action, move at least 10' to trigger slippers of battle dancing

Full Attack from 15' away, and enjoy your massive hit and damage boost.

Consider Creaking Cacophony to make your Sonic Damage even more effective

************HEALER**************

If you need to Heal, switch your Bardic Music to Healing Hymn. Don't worry about your other Bardic Music too much, Lingering Song means you've got a solid 10 rounds of use out of them after you stop singing them. This lets you get a lot more use out of your Healing spells, adding about 15 HP to the healing effect per spell.

Don't worry too much about healing your own HP damage - you Fast Healing (3) ability has that covered, so long as you can move yourself out of harm's way long enough for it to take Effect.

Song of Freedom lets you *Break Enchantment* on another character. This will let you reverse cusest, etc.

You can't currently do a lot about Ability Damage and Negative Levels. Try and get an Eternal Wand of Restoration made when you get the cash.

*********TANK***************

You're already a decent tank. This role overlaps with DPR enough that it doesn't bear much explanation.

***********CONTROL******************

Shadow Conjuration [See Below]

Charm Monster

Get enemies to attack each other

*********UTILITY********

Shadow Conjuration [See Below]

Unseen Servant

stealthily move small objects, steal stuff, retrieve keys

Deceptive Facade

Disguise one thing as nother (object or creature)

Charm Monster

Don't wanna be a Face, but ned to handle a difficult social situation? Charm the target so you don't HAVE to be smoothe!

Clairaudience/Clairvoyance

Look and listen where you're not meant to.

Prestidigitiation

Another swiss-army-knife, just not as sharp

Shadow Conjurtion is a Swiss-Army-Knife of a spell.

Sleet Storm -- Area is icy, enemies slowed [L1, PHB]

Stinking Cloud -- cloud sickens enemies (take advantage of the fact that you are immune)[L3, PHB]

Fog Cloud -- Cloud obscures vision [L2, PHB]

Glitterdust -- Blinds targets, reveals invisible and hidden [L2, PHB]

Web -- Entangles victims [L2, PHB]

Grease -- make surface slick and hard to walk on [L1, PHB]

Obscuring Mist - Like Fog CLoud, but more so [L1, PHB]

Summon Swarm - summons critters to harry people [L2, PHB]

Acid-Breath - AOE attack [L3, SC]

Phantom Steed -- Summons a mount to carry you/others/your stuff[L3, PHB]

Mount -- Summons a mount to carry you[L1, PHB]

Summom Monster III [L3, PHB]

Greater Mage Armor - +6 AC [L3, SC]

Wall of Chains - create a wall to reshape the battlefield [L3, SC]

Wall of Ectoplasm - create a wall to reshape the battlefield [L3, SC]

Blockade - create a 5x5 block of wood [L3, Complete Scoundrel] **Biography:**