

Character Name

Bard (Standard) 12

CLASS

12/13 (12)

Character Level/ECL (CR)

78000 / 91000

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

*

+0

*

+0

DEX

Dexterity

20

+5

20

+5

CON

Constitution

14

+2

14

+2

INT

Intelligence

18

+4

18

+4

WIS

Wisdom

16

+3

16

+3

CHA

Charisma

27

+8

33

+11

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+6

=

+4

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+10

=

+8

+

+5

+

+0

+

-3

+

+0

+

WILL

(wisdom)

+13

=

+8

+

+3

+

+0

+

+2

+

+0

+

Player Name

Aasimar / Fey

RACE

0

AGE

Male

GENDER

0

WOUNDS/CURRENT HP

96

HP

hit points

43

AC

armor class

38

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+5

=

+5

+

+0

Encumbrance

Light

Deity

Medium / 5 ft.

SIZE / FACE

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.), Low-Light Vision

VISION

Points

EYES

HAIR

SPEED

Walk 30 ft.

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

*

+0

*

+0

DEX

Dexterity

20

+5

20

+5

CON

Constitution

14

+2

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+2

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Intelligence

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+4

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BASE SAVE

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EPIC

TEMP

FORTITUDE

(constitution)

+6

=

+4

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+10

=

+8

+

+5

+

+0

+

-3

+

+0

+

WILL

(wisdom)

+13

=

+8

+

+3

+

+0

+

+2

+

+0

+

Conditional Save Modifiers:

Acid Resistance 5

Cold Resistance 5

Electricity Resistance 5

MELEE

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+9/+4

+

STAT

+0

+

SIZE

+0

+

MISC

+3

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+9/+4

+

STAT

+5

+

SIZE

+0

+

MISC

-2

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+9/+4

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+12/+7

DAMAGE

1d8

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

*Riverine Whip-dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

15 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

+13/+8

1d6

2W-P-(OH)

+7/+2

1d6

1H-O

+9/+4

1d6

2W-P-(OL)

+9/+4

1d6

2H

+13/+8

1d6

2W-OH

+3

1d6

Special Properties: Indestructible other than via Disintegrat, Rod of Negation, or similar effect. Force effect.

*: 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

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.), Low-Light Vision

VISION

Points

EYES

HAIR

SPEED

Walk 30 ft.

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

*

+0

*

+0

DEX

Dexterity

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+5

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CON

Constitution

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TEMP

FORTITUDE

(constitution)

+6

=

+4

+

+2

+

+0

+

+0

+

REFLEX

(dexterity)

+10

=

+8

+

+5

+

+0

+

-3

+

+0

+

WILL

(wisdom)

+13

=

+8

+

+3

+

+0

+

+2

+

+0

+

Conditional Save Modifiers:

Acid Resistance 5

Cold Resistance 5

Electricity Resistance 5

MELEE

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+9/+4

+

STAT

+0

+

SIZE

+0

+

MISC

+3

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+9/+4

+

STAT

+5

+

SIZE

+0

+

MISC

-2

+

EPIC

0

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Hat of Disguise	Equipped	1	0 / 1,800
This apparently normal hat allows its wearer to alter her appearance as with a disguise self spell (PH p222) (make yourself and equipment look different - 1 foot shorter or taller, thinner or fatter). As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, colf, hood, helmet, and so on. Faint illusion; CL 1st			
Badge of Valor	Equipped	1	0 / 1,200
When you activate a badge of valor, you and all allies within 60 feet gain a +2 bonus on the next save you or they make against a charm or fear effect before the start of your next turn. If you have the bardic music ability to inspire courage, you can activate a badge of valor to increase the bonus granted by that ability by 1 for the duration of its effect. A badge of valor functions 3/day.			
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			
Riverine Gauntlets	Equipped	1	0 / 0
Indestructible except by Disintegration, rod of Negation, or similar effects. Force effect.			
Riverine Whip-dagger	Equipped	1	3 / 3,325
Indestructible other than via Disintegrat, Rod of Negation, or similar effect. Force effect.			
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. Incorporeal			
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			
Bag of Holding Type III		1	35 / 7,400
This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs 35lbs and its contents can be up to 1,000lbs and 150 cubic feet. If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. If a bag of holding is placed within a portable hole (DMG 264), a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process. Moderate conjuration; CL 9th			
Shellcraft Manakin		1	80 / 250
TOTAL WEIGHT CARRIED/VALUE		7.5 lbs.	87,975gp

WEIGHT ALLOWANCE

	Light	33	Medium	66	Heavy	100
Lift over head	100		Lift off ground	200	Push / Drag	500

MONEY

Coin (Gold): 25[Equipped]

Total= 25 gp

MAGIC

Languages

Celestial, Common, Draconic, Dwarven, Elven, Sylvan

Other Companions

Special Abilities

You may roll Spellcraft and Knowledge (Arcana) untrained.

Special Attacks

Daylight (Sp) [MM]

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 +12, LEVEL = 5, STAT = 11

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 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 = 12

Countersong (Su) [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.

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 12 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

Noncombatant [UA]

You are relatively inept at melee combat.

Poor Reflexes [UA]

You often zig when you should have zagged.

Shaky [UA]

You are relatively poor at ranged combat.

Incorporeal Subtype [MM]

Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently

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 +5 morale bonus on saving throws against charm and fear effects and a +5 morale bonus on attack rolls and a +5 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 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) [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.

None (Ex) [My]

Resistance to Acid (Ex) [MM]

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

Resistance to Cold (Ex) [MM]

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

Resistance to Electricity (Ex) [MM]

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

Skills [MM]

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

Character: Shady Grove

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
Created using PCGen v6.08.00 RC10 on May 8, 2024 at 9:58:03 PM

Level: 12 (CR:12)
Page 2

Song of Freedom (Sp) [PH]

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.

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 27) 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.

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.

Feats

Agony Touch (CON) [GW]

Choose one physical ability score (Strength, Dexterity or Constitution). When you touch a creature, you can deal damage to this ability

You can make a touch attack that deals 1d4 points of temporary ability damage to the selected ability score of a target. When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to your attack rolls. If the attack scores a critical hit, the damage is doubled (ghosts are not subject to a critical hit). Only one kind of damage or effect from the path of the corrupter applies from each attack. You may use this attack once per day per character level. You do not have to use this ability when you touch another creature, and creatures that touch you do not take this ability damage.

Corrupting Touch [GW]

Your touch can damage creatures

You can make a touch attack that deals 1d4 points of temporary ability damage to the selected ability score of a target. When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to your attack rolls. If the attack scores a critical hit, the damage is doubled (ghosts are not subject to a critical hit). Only one kind of damage or effect from the path of the corrupter applies from each attack. You may use this attack once per day per character level. You do not have to use this ability when you touch another creature, and creatures that touch you do not take this ability damage.

Enervating Touch [GW]

Your touch can bestow negative levels upon creatures

You can make a touch attack that bestows one negative level upon a creature. When you are manifested fully or attacking incorporeal opponents, you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to attack rolls. If the attack scores a critical hit, the number of negative levels is doubled (ghosts are not subject to critical hits). Bestowing negative levels does not heal you. Only one kind of damage or effect from the path of the corrupter applies from each attack. You may use this attack once per day per character level. Negative levels remain until 24 hours have passed or until removed with a spell such as restoration. At that time, the afflicted opponent must attempt a Fortitude save (DC 10 + 1/2 your HD + your Cha modifier). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level. You do not have to use this ability when you touch another creature, and creatures that touch you do not gain negative levels.

Ghost Ride [GW]

You can ride within the physical body of a living creature, perceiving the world through its senses, but without the ability to control the host

As a standard action, you can attempt to inhabit the physical body of a living creature. You must enter your target's space, which provokes an attack of opportunity from the target. The target may resist with a Will saving throw (DC 10 + 1/2 your HD + your Cha modifier). A creature that saves against this ability is immune to your attempts to use any feat on the path of the dominator for one day. If the save is failed, your ghost body and any ghost touch equipment you carry vanishes into the target's physical body (non-ghost touch items you carry drop to the ground in the target's square). The target gets another Will saving throw every 10 minutes to force you out of its body, causing your ghost body to appear in an adjacent square to your target. This is a mind-affecting ability. You may use this ability a number of times per day equal to your Charisma modifier (minimum 1). Unlike magic jar, you do not control the target, but simply ride along in the target's body. You see, hear, smell, feel and taste what the subject does. You may remain within a host for a number of minutes equal to 10 x your Hit Dice, after which you are expelled automatically. When you leave a body, any ghost touch equipment you were carrying with you at the start of the possession reforms with your ghost body. You may use this feat only on creatures of the same type as you (humanoids may ride only humanoids, for example)

Iron Will [PH]

You have a stronger will than normal.

You get a +2 bonus on all Will saving throws.

Malevolence [GW]

You can possess a creature and control its actions

As the Minor Malevolence feat, except the maximum duration is a number of hours equal to your Hit Dice. A creature that saves against this ability is immune to your attempts to use any feat on the path of the dominator for one day. Each time you use this ability, you deal 2 points of Charisma damage to yourself.

Minor Malevolence [GW]

You can possess a creature for a short while and control its actions

As the Ghost Ride feat, except that you do control the host. A creature that saves against this ability is immune to your attempts to use any feat on the path of the dominator for one day. Each time you use this ability, you deal 2 points of Charisma damage to yourself

Shriveling Touch (Agony Touch (CON)) [GW]

Choose one physical ability score (Strength, Dexterity or Constitution). When you touch a living creature or a ghost, you can cause permanent drain to that score

You can make a touch attack that deals 1d4 points of permanent ability drain to the selected ability score of a living creature or ghost. When you are manifested fully or attacking incorporeal opponents you add your Strength modifier to attack rolls. When you are incorporeal, you add your Dexterity modifier to attack rolls. If the attack scores a critical hit, the draining is doubled (ghosts are not subject to critical hits). Only one kind of damage or effect from the path of the corrupter applies from each attack. You may use this attack once per day per character level. You do not have to use this ability when you touch another creature, and creatures that touch you are not subject to this ability drain

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.

Proficiencies

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

Templates

Magic Blooded (Spark)

Ritual Of Transfiguration

Unseelie Fey

Innate

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

Magic Item Spell-like Abilities

At Will Disguise Self

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Daylight	Evocation [Light, Fire Shugenja]	1 standard action	120 minutes [D]	Touch	PH:p.216
[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]					
<input type="checkbox"/> Detect Magic	Divination [Antimagic Domain, Divination t1	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 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"/> Nystul's Magic Aura	Illusion (Glamer)	1 standard action	12 days [D]	Touch	PH:p.257
[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 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"/> Read Magic	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]					
* =Domain/Specialty Spell					

Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Disguise Self	Illusion (Glamer) [Air Shugenja, Illusion Doi	1 standard action	30 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]					
* =Domain/Specialty Spell					

Bard Spells

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

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

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination [Antimagic Domain, Divination t1	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 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"/> <input type="checkbox"/> Ghostharp	Divination	1 minute	5 minutes/level [D]	Touch	SC:p.104
[V, S] TARGET: Object touched; EFFECT: 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"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment) [Air Shugenja, Illusion Dr1	1 standard action	12 rounds [D]	Close (55 ft.)	PH:p.235
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum twenty humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring tiger tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. Material Component: A bit of wool or a small lump of wax. [SR:No; DC:21, Will disbelief [if interacted with]]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation [Earth Shugenja, .MOD, Trar1	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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation [Language-Dependent]	1 standard action	120 minutes	Medium (220 ft.)	PH:p.253
[V, S, F] TARGET: 12 creatures; EFFECT: You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn't transcend language barriers. Note: to speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips. Focus: A short piece of copper wire. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Prestidigitation	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:21, See text]					

LEVEL 1 / Per Day:6 / Caster Level:12

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Animate Rope	Transmutation	1 standard action	12 rounds	Medium (220 ft.)	PH:p.199
[V, S] TARGET: One ropelike object, length up to 110 ft.; see text; EFFECT: You can animate a nonliving ropelike object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" [from a neat, coiled stack], "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ["uncoil," and so forth]. You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it-it does not snake outward-so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll [range increment 10 feet]. A typical 1- inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 Strength					
* =Domain/Specialty Spell					

Bard Spells

check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a DC 15 Concentration check to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope. The spell cannot animate objects carried or worn by a creature. [SR:No]

☐☐☐☐☐ **Cause Fear** **Necromancy [Fear, Mind-Affecting, Fire Shu]** standard action 1d4 rounds or 1 round; see text Close (55 ft.) PH:p.208

[V, S] **TARGET:** One living creature with 5 or fewer HD; **EFFECT:** The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect. Cause fear counters and dispels remove fear. [SR:Yes; DC:22, Will partial]

☐☐☐☐☐ **Comprehend Languages** **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]

☐☐☐☐☐ **Identify** **Divination** 1 hour Instantaneous Touch PH:p.243

[V, S, M/DF] **TARGET:** One touched object; **EFFECT:** The spell determines all magic properties of a single magic item, including how to activate those functions [if appropriate], and how many charges are left [if any]. Identify does not function when used on an artifact. Arcane Material Component: A pearl of at least 100 gp value, crushed and stirred into wine with an owl feather; the infusion must be drunk prior to spellcasting. [SR:No]

LEVEL 2 / Per Day:6 / Caster Level:12

Name	School	Time	Duration	Range	Source
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☐☐☐☐☐ **Animate Instrument** **Transmutation** 1 standard action 1 minute/level Touch CS:null

[V, S] **TARGET:** Instrument touched; **EFFECT:** Your instrument animates and plays by itself. [SR:No]

☐☐☐☐☐ **Cure Moderate Wounds** **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:23, Will half (harmless); see text]

☐☐☐☐☐ **Summon Swarm** **Conjuration (Summoning)** 1 round Concentration + 2 rounds Close (55 ft.) PH:p.289

[V, S, M/DF] **TARGET:** One swarm of bats, rats, or spiders; **EFFECT:** You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [You may summon the swarm so that it shares the area of other creatures.] If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. Arcane Material Component: A square of red cloth. [SR:No]

☐☐☐☐☐ **Tongues** **Divination** 1 standard action 120 minutes Touch PH:p.294

[V, M/DF] **TARGET:** Creature touched; **EFFECT:** This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. Tongues can be made permanent with a permanency spell. Arcane Material Component: A small clay model of a ziggurat, which shatters when the verbal component is pronounced. [SR:No; DC:23, Will negates (harmless)]

LEVEL 3 / Per Day:6 / Caster Level:12

Name	School	Time	Duration	Range	Source
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☐☐☐☐☐ **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:24, Will negates]

☐☐☐☐☐ **Cure Serious Wounds** **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 3d8 points of damage +1 point per caster level [maximum +15]. [SR:Yes (harmless); see text; DC:24, Will half (harmless); see text]

☐☐☐☐☐ **Dispel Magic** **Abjuration [Abjuration Domain, Antimagic]** 1 standard action Instantaneous Medium (220 ft.) PH:p.223

[V, S] **TARGET:** One spellcaster, creature, or object; or 20-ft.-radius burst; **EFFECT:** You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells [or at least their effects] within an area, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of three ways: a targeted dispel, an area dispel, or a counterspell: Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check [1d20 + your caster level, maximum +10] against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Area Dispel: When dispel magic is used in this way, the spell affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level. If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell [which discharges the dispel magic spell so far as that target is concerned] or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell [such as a monster summoned by monster summoning] is in the area, you can make a dispel check to end the spell that conjured that object or creature [returning it whence it came] in addition to attempting to dispel spells targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]

☐☐☐☐☐ **Scrying** **Divination (Scrying) [WuJenEarth, WuJenFir]** 1 hour 12 minutes See text PH:p.274

[V, S, M/DF, F] **TARGET:** Magical sensor; **EFFECT:** You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection [if any] you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save. Knowledge [Will Save Modifier None1 | +10 Secondhand [you have heard of the subject] | +5 Firsthand [you have met the subject] | +0 Familiar [you know the subject well] | -5 1 You must have some sort of connection to a creature you have no knowledge of. Connection [Will Save Modifier Likeness or picture | -2 Possession or garment | -4 Body part, lock of hair, bit of nail, etc. | -10 If the save fails, you can see and hear the subject and the subject's immediate surroundings [approximately 10 feet in all directions of the subject]. If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination [scrying] spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours. Arcane Material Component: The eye of a hawk, an eagle, or a roc, plus nitric acid, copper, and zinc. Wizard, Sorcerer, or Bard Focus: A mirror of finely wrought and highly polished silver costing not less than 1,000 gp. The mirror must be at least 2 feet by 4 feet. Cleric Focus: A holy water font costing not less than 100 gp. Druid Focus: A natural pool of water. [SR:Yes; DC:24, Will negates]

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

Name	School	Time	Duration	Range	Source
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☐☐☐☐☐ **Dimension Door** **Conjuration (Teleportation) [WuJenEarth, A]** standard action Instantaneous Long (880 ft.) PH:p.221

[V] **TARGET:** You and touched objects or other touched willing creatures; **EFFECT:** You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired-whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails. [SR:No and Yes (object); DC:25, None and Will negates (object)]

☐☐☐☐☐ **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:25, Will negates]

☐☐☐☐☐ **Hold Monster** **Enchantment (Compulsion) [Mind-Affecting]** standard action 12 rounds [D]; see text Medium (220 ft.) PH:p.241

[V, S, M/DF] **TARGET:** One living creature; **EFFECT:** This spell functions like hold person, except that it affects any living creature that fails its Will save. Arcane Material Component: One hard metal bar or rod, which can be as small as a three-penny nail. [SR:Yes; DC:25, Will negates; see text]

* =Domain/Specialty Spell

Shady Grove

Aasimar

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.), 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: