

Kobold Siren

Character Name

Player Name

Deity

None

Region

None

Alignment

Darkvision (60 ft.), Low-Light Vision

CLASS

RACE

AGE

Male

EYES

HAIR

Points

Bard (Standard) 5, Siren 7

Kobold (Great Wyrm) / Dragon

Small / 5 ft.

0' 0" / 0 lbs.

VISION

12 (12)

66000 / 78000

0

Male

SIZE / FACE

HEIGHT / WEIGHT

VISION

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

HP

hit points

71

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

15/cold iron

SPEED

Walk 30 ft., Fly 60 ft.(Average)

DEX

Dexterity

24

+7

30

+10

AC

armor class

39

29

38

10

0

0

10

1

1

0

0

0

0

0

0

0

0

0

0

17

CON

Constitution

10

+0

10

+0

INITIATIVE

modifier

+10

+10

+0

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

INT

Intelligence

19

+4

19

+4

Encumbrance

Light

TOTAL SKILLPOINTS: 128

SKILLS

MAX RANKS: 15/7.5

WIS

Wisdom

21

+5

21

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+3

+3

+0

+0

+0

+0

REFLEX

(dexterity)

+21

+11

+10

+0

+0

+0

WILL

(wisdom)

+9

+4

+5

+0

+0

+0

CHA

Charisma

36

+13

42

+16

MELEE

attack bonus

+10/+5

+9/+4

+0

+1

+0

+0

RANGED

attack bonus

+18/+13

+9/+4

+10

+1

-2

0

GRAPPLE

attack bonus

-5/-10

+9/+4

+0

-14

+0

+0

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d6

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

*Whip-dagger +1 (Small)

HAND

Primary

TYPE

S

SIZE

19-20/x2

CRITICAL

30 ft.

REACH

30 ft.

1H-P

To Hit

+11/+6

Dam

1d4+1

2W-P-(OH)

To Hit

+5/+0

Dam

1d4+1

1H-O

To Hit

+7/+2

Dam

1d4+1

2W-P-(OL)

To Hit

+7/+2

Dam

1d4+1

2H

To Hit

+11/+6

Dam

1d4+1

2W-OH

To Hit

+1

Dam

1d4+1

Special Properties:

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

MELEE

attack bonus

+10/+5

+9/+4

+0

+1

+0

+0

RANGED

attack bonus

+18/+13

+9/+4

+10

+1

-2

0

GRAPPLE

attack bonus

-5/-10

+9/+4

+0

-14

+0

+0

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d6

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

*Whip-dagger +1 (Small)					
	Hand	Type	Size	Critical	Reach
	Primary		S	19-20/x2	30 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+11/+6	1d4+1	2W-P-(OH)	+5/+0	1d4+1
1H-O	+7/+2	1d4+1	2W-P-(OL)	+7/+2	1d4+1
2H	+11/+6	1d4+1	2W-OH	+1	1d4+1

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

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

TOTAL SKILLPOINTS: 128		SKILLS				MAX RANKS: 15/7.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise	INT	4	=	4		
✓	Balance	DEX	10	=	10		
✓	Bluff	CHA	31	=	16 + 15		
✓	Climb	STR	0	=	0		
✓	Concentration	CON	8	=	0 + 8		
	Craft (Alchemy)	INT	8	=	4 + 4		
✓	Craft (Untrained)	INT	4	=	4		
✓	Diplomacy	CHA	16	=	16		
✓	Disguise	CHA	16	=	16		
✓	Disguise (Act in character)	CHA	18	=	16	+	2
✓	Escape Artist	DEX	10	=	10		
✓	Forgery	INT	4	=	4		
✓	Gather Information	CHA	33	=	16 + 15 + 2		
✓	Heal	WIS	5	=	5		
✓	Hide	DEX	22	=	10 + 8 + 4		
✓	Intimidate	CHA	31	=	16 + 15		
✓	Jump	STR	0	=	0		
	Knowledge (Local)	INT	19	=	4 + 15		
✓	Knowledge (Untrained)	INT	4	=	4		
✓	Listen	WIS	5	=	5		
✓	Move Silently	DEX	10	=	10		
	Perform (Dance)	CHA	33	=	16 + 15 + 2		
	Perform (Sing)	CHA	33	=	16 + 15 + 2		
✓	Ride	DEX	10	=	10		
✓	Search	INT	6	=	4	+	2
✓	Sense Motive	WIS	5	=	5		
	Sleight of Hand	DEX	20	=	10 + 8 + 2		
	Spellcraft	INT	14	=	4 + 8 + 2		
✓	Spot	WIS	5	=	5		
✓	Survival	WIS	5	=	5		
✓	Swim	STR	0	=	0		
✓	Use Rope	DEX	10	=	10		
					=	+	+
					=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Conditional Skill Modifiers:

Bardic Knowledge +9

Bardic Music

Uses per day

□□□□□

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Gloves of Dexterity +6		Equipped	1	0 / 36,000	
Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +6. Both gloves must be worn for the magic to be effective. Moderate transmutation; CL 8th					
Whip-dagger +1 (Small)		Equipped	1	1.5 / 2,325	
A character who takes the Exotic Weapon Proficiency (whip) feat is also proficient in the whip-dagger. Other than damage values and the fact that Whip-daggers deal real damage rather than subdual (and thus are not prevented from dealing damage by armor and natural armor as whips are) they are treated identically to whips.					
Cloak of Charisma +6		Equipped	1	2 / 36,000	
This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +6 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th					
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					
TOTAL WEIGHT CARRIED/VALUE		5.94 lbs.	87,325gp		
WEIGHT ALLOWANCE					
Light	25	Medium	50	Heavy	75
Lift over head	75	Lift off ground	150	Push / Drag	375
MONEY					
Coin (Platinum): 67[Equipped]					
Coin (Gold): 5[Equipped]					
Total= 675 gp					
MAGIC					
Languages					
Common, Draconic, Undercommon					
Other Companions					
Special Abilities					
You may roll Spellcraft and Knowledge (Arcana) untrained.					
Special Attacks					
Fascinate (Sp)		[PH]			
A bard can use his music or poetics to cause 2 creature(s) to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 5 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.					
Song of Despair (Su)		[My]			
At 2nd level, a siren begins to enhance her already formidable sonic abilities with additional effects. Once per day, she can overlay a despair effect on her sonic attack identical to that of an emotion spell. Those affected by the sonic attack make their saving throws for that attack before resolving the despair effect. The Will save DC to resist this effect is 12 + the siren's level + the siren's Cha modifier(28). The despair effect lasts 1 round per siren class level(7 rounds).					
Song of Idiocy (Su)		[My]			
At 5th level, a siren gains a new sonic ability. Once per day per level in this prestige class(7), she can overlay an Intelligence-damaging effect on her sonic attack. This is identical to the effect of a feeblemind spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will save to resist this effect has a DC of 12 + the siren's level + the siren's Cha modifier(35), and arcane spellcasters and creatures that use arcane spell-like abilities take a -4 penalty on their saves.					
Song of Nightmare (Su)		[My]			
At 4th level, a siren gains a new sonic ability. Once per day per level in this prestige class(7), she can overlay a terrifying effect on her sonic attack. This is identical to the effect of a phantasmal killer spell, affects all creatures within range of the siren's sonic attack, and has instantaneous duration. The Will and Fortitude saves to resist this effect have a DC of 12 + the siren's level + the siren's Cha modifier.					
Song of Weakness (Su)		[My]			
At 7th level, a siren gains a new sonic ability. Once per day per level in this prestige class(7), she can overlay a level-draining effect on her sonic attack. This is identical to the effect of an enervation spell, except that all creatures within range of the siren's sonic attack are entitled to a Fortitude save to resist the effect, and it has instantaneous duration. The Fortitude save to resist this effect, and to remove the negative levels, has a DC of 12 + the siren's level + the siren's Cha modifier(35).					
Spells(11-12 HD) (Sp)		[My]			
Choose each day between Dominate Person and Hold Monster					
Spells(1-2 HD) (Sp)		[My]			
Choose each day between faerie fire and glitterdust					

Spells(3-4 HD) (Sp)	[My]
Choose each day between sleep and enthrall	
Spells(5-6 HD) (Sp)	[My]
Choose each day between hideous laughter and suggestion	
Spells(7-8 HD) (Sp)	[My]
Choose each day between confusion and emotion	
Spells(9-10 HD) (Sp)	[My]
Choose each day between eyebite and lesser geas	

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 +17, LEVEL = 5, STAT = 16	
Soldier	[DMG2]
A soldier mentor is a commander of an army, a captain of a garrison, a mercenary leader, or otherwise in command of a combat troop. A soldier grants his apprentice a +2 competence bonus on Intimidate checks and a +2 bonus on Fortitude saving throws. Associated Skills: Intimidate, Knowledge (Local).	
Bardic Knowledge	[PH]
A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier (+9) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM can determine the Difficulty Class of the check by referring to the table above.	
Bardic Music	[PH]
Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). Bardic Music Times = 5	
Charisma Bonus +4	[My]
At 3rd level, a siren gains a +2 inherent bonus to her Charisma score. This bonus rises to +4 at 6th level and to +5 at 8th level.	
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 (Ex)	[PH]
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.	
Draconic Rite of Passage	[RDr]
The Draconic Rite of Passage awakens the sorcerous power within the blood of kobolds.	
Dragon Type	[MM]
Dragons eat/sleep/breathe. Dragons are Immune to magic sleep effects and paralysis effects.	
Shaky	[UA]
You are relatively poor at ranged combat.	
Half-Fey Traits	[My]
Half-Fey are immune to enchantment spells and effects.	
Inspire Competence (Su)	[PH]
A bard can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The bard must also be able to see the ally. Depending on the task that the ally has at hand, the bard may use his bardic music to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible-chanting to make a rogue move more quietly, for example, is self-defeating. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.	
Inspire Courage (Su)	[PH]

A bard can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. to be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack rolls and a +2 bonus weapon damage rolls. Inspire courage is a mind-affecting ability.

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)

Power Word Pain (Sp) [My]

Light Sensitivity (Ex) [MM]

Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

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]

Reptilian Subtype [MM]

These creatures are scaly and usually coldblooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are truly reptiles.

Reverberation [My]

Gain Reverbration as a bonus feat.

Skills [MM]

Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Timely Misdirection [CS]

If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.

Conceal Spellcasting [CS]

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.

Shrouded Dance [CS]

As a move action, you can attempt a DC 20 Hide check. If you succeed, you have concealment until the start of your next turn.

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.

Winter Chill (Su) [My]

Living nonfey creatures within 5' take a morale penalty to their saving throws equal to your charisma bonus (min 1). .

You can use your bardic music four extra times per day. Normal: Bards without the Extra Music feat can use bardic music once per day per bard level. Special: You can gain this feat multiple times. Its effects stack.

Snowflake Wardance [Fr]

Use bardic music skill and add +16 to attack roll with slashing weapon for 15 rounds. Must not wear medium armor, heavy armor, or carry a shield. Will be fatigued for 10 minutes.

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

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.

Reverberation (Granted) [SS]

Your sonic attack is more potent than normal.

Add +2 to the DC of all saving throws against your sonic attack. Special: If you have more than one form of sonic attack, you can take this feat multiple times. Each time, it applies to a different one of your sonic attacks.

Proficiencies

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

Templates

Great Wymr
Half-Fey
Magic Blooded (Spark)
Unseelie Fey
Venerable Dragonwrought Kobold

Feats

Apprentice [DMG2]

A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1st level. Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship.

When you select this feat, you gain all the benefits described in this section for being an apprentice.

Draconic Reservoir [RDrr]

You can cast your Draconic Rite of Passage spell-like ability more often than normal.

You can cast your 1st-level sorcerer spell-like ability gained from Draconic Rite of Passage 3/day. A kobold must complete the Searching for the Dragon meditation in order to recharge their spell-like ability, but does not have to increase the 15 minute duration for the additional castings. Normal: The spell-like ability gained from Draconic Rite of Passage can only be cast 1/day.

Dragonwrought [RDrr]

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

You are a dragon wrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103. Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.

Extra Music [My]

You can use your bardic music more often than you otherwise could.

Innate

- At Will Charm Person (DC:27)
- ❑

Confusion (DC:30)

❑❑❑

Detect Law

❑

Detect Magic

❑

Dominate Person (DC:31)

❑

Enthrall (DC:28)

❑

Eyebite (DC:32)

❑

Faerie Fire

❑

Geas, Lesser (DC:30)

❑

Glitterdust (DC:27)

❑

Tasha's Hideous Laughter (DC:28)

❑

Hold Monster (DC:31)

❑❑❑

Hypnotism (DC:10)

❑

Nystul's Magic Aura (DC:10)

❑❑❑

Protection from Law (DC:27)

❑

Read Magic

❑

Sleep (DC:27)

❑

Suggestion (DC:28)

❑

Suggestion (DC:29)
- Siren Supernatural Abilities Spell-like Abilities
- ❑

Emotion (3e) (DC:28)

❑❑❑❑❑

Enervation

❑❑

❑❑❑❑❑

Feeblemind (DC:35)

❑❑

❑❑❑❑❑

Phantasmal Killer (DC:35)

❑❑

Innate Racial Spells						
	Name	School	Time	Duration	Range	Source
At Will	Charm Person	Enchantment (Charm) [Mind-Affecting, Enc1	standard action	12 hours	Close (55 ft.)	PH:p.209
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally [treat the target's attitude as friendly]. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming. [SR:Yes; DC:27, Will negates]						
❑	Confusion	Enchantment (Compulsion) [Mind-Affecting]	standard action	12 rounds	Medium (220 ft.)	PH:p.212
[V, S, M/DF] TARGET: All creatures in a 15-ft. radius burst; EFFECT: This spell causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round. d% Behavior 01-10 Attack caster with melee or ranged weapons [or close with caster if attack is not possible]. 11-20 Act normally. 21-50 Do nothing but babble incoherently. 51-70 Flee away from caster at top possible speed. 71-100 Attack nearest creature [for this purpose, a familiar counts as part of the subject's self]. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking [either because of its most recent action or because it has just been attacked]. Arcane Material Component: A set of three nut shells. [SR:Yes; DC:30, Will negates]						
❑❑❑	Detect Law	Divination	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	PH:p.219
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic. [SR:No]						
❑	Detect Magic	Divination [Antimagic Domain, Divination C1	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]						
❑	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:31, Will negates]						
❑	Enthrall	Enchantment (Charm)	1 round	1 hour or less	Medium (220 ft.)	PH:p.227
[V, S] TARGET: Any number of creatures; EFFECT: If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends [but the 1d3-round delay still applies] if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile. [SR:Yes; DC:28, Will negates; see text]						
❑	Eyebite	Necromancy [Evil]	1 standard action	4 rounds; see text	Close (55 ft.)	PH:p.228
[V, S] TARGET: One living creature; EFFECT: Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects. HD [Effect 10 or more] Sickened 5-9 [Panicked, sickened 4 or less] [Comatose, panicked, sickened The effects are cumulative and concurrent. Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective. Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect. Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it. The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe. [SR:Yes; DC:32, Fortitude negates]						
❑	Faerie Fire	Evocation [Light, Fire Shugenja]	1 standard action	1 minutes [D]	Long (440 ft.)	PH:p.229
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness [though a 2nd-level or higher magical darkness effect functions normally], blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined. [SR:Yes]						
❑	Geas, Lesser	Enchantment (Compulsion) [Language-Dep1	round	12 days or until discharged [D]	Close (55 ft.)	PH:p.235
[V] TARGET: One living creature with 7 HD or less; EFFECT: A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions: If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas. A lesser geas [and all ability score penalties] can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas. [SR:Yes; DC:30, Will negates]						
* =Domain/Specialty Spell						

Character: Kobold Siren

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 Jun 2, 2024 at 4:16:48 PM

Level: 12 (CR:12)
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Innate Racial Spells

Name	School	Time	Duration	Range	Source
<div><div></div><div>Glitterdust</div></div>	Conjuration (Creation) [Earth Shugenja]	1 standard action	1 rounds	Medium (110 ft.)	PH:p.236
[V, S, M] TARGET: Creatures and objects within 10-ft.-radius spread; EFFECT: A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Any creature covered by the dust takes a -40 penalty on Hide checks. Material Component: Ground mica. [SR: No; DC: 27, Will negates (blinding only)]					
<div><div></div><div>Tasha's Hideous Laughter</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Close (25 ft.)	PH:p.292
[V, S, M] TARGET: One creature; see text; EFFECT: This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well. Material Component: Tiny tarts that are thrown at the target and a feather that is waved in the air. [SR: Yes; DC: 28, Will negates]					
<div><div></div><div>Hold Monster</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 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: 31, Will negates; see text]					
<div><div></div><div>Hypnotism</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 round	2d4 rounds [D]	Close (55 ft.)	PH:p.242
[V, S] TARGET: Several living creatures, no two of which may be more than 30 ft. apart; EFFECT: Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature [provided you can communicate with it]. The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it. [SR: Yes; DC: 10, Will negates]					
<div><div></div><div>Nystul's Magic Aura</div></div>	Illusion (Glamour)	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]					
<div><div></div><div>Protection from Law</div></div>	Abjuration [Chaotic, Antimagic Domain]	1 standard action	12 minutes [D]	Touch	PH:p.266
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject. [SR: No; see text; DC: 27, Will negates (harmless)]					
<div><div></div><div>Read Magic</div></div>	Divination	1 standard action	120 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; EFFECT: By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR: No]					
<div><div></div><div>Sleep</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 round	12 minutes	Medium (220 ft.)	PH:p.280
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action [an application of the aid another action]. Sleep does not target unconscious creatures, constructs, or undead creatures. Material Component: A pinch of fine sand, rose petals, or a live cricket. [SR: Yes; DC: 27, Will negates]					
<div><div></div><div>Suggestion</div></div>	Enchantment (Compulsion) [Language-Dep]	1 standard action	1 hours or until completed	Close (25 ft.)	PH:p.285
[V, M] TARGET: One living creature; EFFECT: You influence the actions of the target creature by suggesting a course of activity [limited to a sentence or two]. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty [such as -1 or -2]. Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil. [SR: Yes; DC: 28, Will negates]					
<div><div></div><div>Suggestion</div></div>	Enchantment (Compulsion) [Language-Dep]	1 standard action	12 hours or until completed	Close (55 ft.)	PH:p.285
[V, M] TARGET: One living creature; EFFECT: You influence the actions of the target creature by suggesting a course of activity [limited to a sentence or two]. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty [such as -1 or -2]. Material Component: A snake's tongue and either a bit of honeycomb or a drop of sweet oil. [SR: Yes; DC: 29, Will negates]					
* =Domain/Specialty Spell					

Siren Supernatural Abilities Spell-like Abilities

Name	School	Time	Duration	Range	Source
<div><div></div><div>Emotion (3e)</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 action	Concentration	Medium (110 ft.)	PH:p.199
[V, S] TARGET: All living creatures within a 15-ft. radius; EFFECT: This spell arouses a single emotion of your choice in the subjects. You can choose any one of the following versions: Despair: The enchanted creatures suffer a -2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion [despair] dispels emotion [hope]. Fear: The enchanted creatures flee from you whenever they are in sight of you. Emotion [fear] dispels emotion [rage]. Friendship: The enchanted creatures react more positively toward others. Their attitude on the Influencing NPCAttitude Table [see NPC Attitudes in the DUNGEON MASTER's Guide] shifts to the next more favorable reaction [hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful]. Creatures involved in combat, however, continue to fight back normally. Emotion [friendship] dispels emotion [hate]. Hate: The enchanted creatures react more negatively toward others. Their attitude on the Influencing NPCAttitude Table [see NPC Attitudes in the DUNGEON MASTER's Guide] shifts to the next less favorable reaction [helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile]. Emotion [hate] dispels emotion [friendship]. Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion [hope] dispels emotion [despair]. Rage: The enchanted creatures gain a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Will saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. Emotion [rage] does not stack with barbarian rage or with itself. Emotion [rage] dispels emotion [fear]. [SR: Yes; DC: 28, Will negates]					
<div><div></div><div>Enervation</div></div>	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	PH:p.226
[V, S] TARGET: Ray of negative energy; EFFECT: You point your finger and utter the incantation, releasing a black ray of cracking negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels. If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level [for determining the power, duration, DC, and other details of spells or special abilities]. Additionally, a spellcaster loses one spell or spell slot from his or her highest available level. Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level [maximum 15 hours]. Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4x5 temporary hit points for 1 hour. [SR: Yes]					
<div><div></div><div>Feeblemind</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Medium (110 ft.)	PH:p.229
[V, S, M] TARGET: One creature; EFFECT: If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw. Material Component: A handful of clay, crystal, glass, or mineral spheres. [SR: Yes; DC: 35, Will negates; see text]					
<div><div></div><div>Phantasmal Killer</div></div>	Illusion (Phantasm) [Fear, Mind-Affecting, I]	1 standard action	Instantaneous	Medium (110 ft.)	PH:p.260
[V, S] TARGET: One living creature; EFFECT: You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. If the subject of a phantasmal killer attack succeeds in disbelieving and is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack. [SR: Yes; DC: 35, Will disbelief (if interacted with), then Fortitude partial; see text]					
* =Domain/Specialty Spell					

Bard Spells

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

LEVEL 0 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
<div><div></div><div>Detect Magic</div></div>	Divination [Antimagic Domain, Divination I]	1 standard action	Concentration, up to 5 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]					
<div><div></div><div>Lullaby</div></div>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration + 5 rounds [D]	Medium (150 ft.)	PH:p.249
[V, S] TARGET: Living creatures within a 10-ft.-radius burst; EFFECT: Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter. [SR: Yes; DC: 26, Will negates]					
* =Domain/Specialty Spell					

Bard Spells

<div>□□□□</div> Mending	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
[V, S] TARGET: One object of up to 1 lb.; EFFECT: Mending repairs small breaks or tears in objects [but not warps, such as might be caused by a warp wood spell]. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures [including constructs]. [SR:] Yes (harmless, object); DC: 26; Will negates (harmless, object)]					
<div>□□□□</div> Message	Transmutation [Language-Dependent]	1 standard action	50 minutes	Medium (150 ft.)	PH:p.253
[V, S, F] TARGET: 5 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 [for 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]					
<div>□□□□</div> 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. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:] No; DC: 26; See text]					
<div>□□□□</div> Summon Instrument	Conjuration (Summoning)	1 round	5 minutes [D]	0 ft.	PH:p.285
[V, S] TARGET: One summoned handheld musical instrument; EFFECT: This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet [your choice]. The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. [SR:] No]					

LEVEL 1 / Per Day:7 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐ Comprehend Languages	Divination	1 standard action	50 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]					
☐☐☐☐ Disguise Self	Illusion (Glamer) [Air Shugenja, Illusion Do]	1 standard action	50 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]					
☐☐☐☐ Hypnotism	Enchantment (Compulsion) [Mind-Affecting]	1 round	2d4 rounds [D]	Close (35 ft.)	PH:p.242
[V, S] TARGET: Several living creatures, no two of which may be more than 30 ft. apart; EFFECT: Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2. While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature [provided you can communicate with it]. The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it. [SR:Yes; DC:27, Will negates]					
☐☐☐☐ Obscure Object	Abjuration [Antimagic Domain]	1 standard action	8 hours [D]	Touch	PH:p.258
[V, S, M/DF] TARGET: One object touched of up to 500 lbs.; EFFECT: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball. Such an object automatically fails [if the divination is targeted on the object] or fails to perceive the object [if the divination is targeted on a nearby location, object, or person]. Arcane Material Component: A piece of chameleon skin. [SR:Yes (object); DC:27, Will negates (object)]					

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

Name	School	Time	Duration	Range	Source
Disquietude	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round/level	Close (35 ft.)	SC:p.68
[V,S] TARGET: One living creature; EFFECT: The affected subject restricts its movement to avoid any physical contact, even with allies. Any ally that wishes to touch the subject must make a successful melee touch attack to do so. The subject must stay 15 feet away from all other creatures. If, at the beginning of its turn, the creature is within 15 feet of any creature, it must first move away [beyond 15 feet from any creature] before taking any action. If the subject cannot safely move that distance, it instead must take the total defense action and remain in its space. [SR;Yes; DC:28, Will negates]					
Invisibility	Illusion (Glamer) [Air Shugenja, Illusion D]	1 standard action	5 minutes [D]	Personal or touch	PH:p.245
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 500 lb; EFFECT: The creature or object becomes invisible, vanishing from sight, even from darkness. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so [thus, the effect is that of a light with no visible source]. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable [such as stepping in a puddle]. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. [Exactly who is a foe depends on the invisible character's perceptions.] Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent [on objects only] with a permanency spell. Arcane Material Component: An eyelash encased in a bit of gum arabic. [SR;Yes (harmless) or Yes (harmless, object); DC:28, Will negates (harmless) or Will negates (harmless, object)]					
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 action keeps normal animals [but not dire animals, magical 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:28, Will negates; see text]					

* =Domain/Speciality Spell

Kobold Siren

Kobold (Great Wyrms)

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

Race Sub Type

Description:
Biography: