

	/ 120 000		SPECIAL ABILITIES —		
	/ 120 000		— RACIAL ABILITIES — × Constitution+2		
CAMPAIGN	EXPERIENCE POINTS		× Base land speed of 30 feet.× Natural Weapons: Slam(1d6+4),		
GEAR			× Darkvision 60 feet.× Immunity to sleep, charm effects		
ARMOR/PROTECTIVE ITEM TYPE	ARMOR BONUS	MAX DEX BONUS	× +4 racial bonus on Bluff and Disguise checks. × Favored Class: Rogue		
+5 DreamHide Light	+9	+5	— CLASS ABILITIES —		
ACP SPELL FAILURE SPEED WEIGHT	SPECIAL F	PROPERTIES	 × Proficient in light armor, and all shields (except tower shields) × Proficient with all simple weapons, and with Longsword, Rapier, Sap, 		
_1 15% 30 20			Shortbow, Composite Shortbow, Short Sword, Whip, Whip-dagger. × You can cast bard spells while wearing light armor without incurring the		
SHIELD/PROTECTIVE ITEM ARMOR BONU	S WEIGHT	CHECK PENALTY SPELL FAILURE	normal arcane spell failure chance.		
			× Bardic Knowledge(Ex): You possess a special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+0		
SPECIAL P	PROPERTIES		× Bardic Music: Performances can create varied magical effects 15 times per day.		
			+ Countersong(Su): You can counter any sonic or language-dependent		
OTHER POSSESSIONS			magical effect. Anyone within 30 feet can use your Perform check in place of their saving throw. You can maintain a countersong for 10		
ITEM Wgt	ITE	EM Wgt	rounds. + Fascinate(Sp): You can fascinate 5 creature(s) within 90 feet. If you		
			beat their Will save with a Perform check, they will listen quietly for up to		
			15 round(s). + Inspire Courage(Su): While singing; all allies who can hear you gain a +3		
			morale bonus to saving throws against charm and fear effects; and a +3 morale bonus to attack and weapon damage rolls. The effect lasts as		
			long as you sing plus 5 rounds.		
			+ Inspire Competence(Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to		
			see and hear you and are within 30 feet. This can be maintained for 2 minutes.		
			+ Suggestion(Sp): You can make a suggestion (as the spell) to a creature you have already fascinated. Will save (DC 26 negates).		
	Magic Items Equipped by Slot Ring Slot (RH)		+ Inspire Greatness(Su): You can inspire up to 3 creature(s). This gives		
			them +2 bonus Hit Dice (d10s); +2 competence bonus on attacks; and +1 competence bonus on Fortitude saves. This lasts as long as you play;		
	(none) (0 GP)		and for 5 rounds after you stop. + Song of Freedom(Sp): With one minute of uninterrupted music and		
	Ring Slot (LH) (none) (0 GP) Hand Slot (none) (0 GP) 0		concentration you can affect a single target within 30 feet as though with		
			a break enchantment spell. + Inspire Heroics(Su): You can inspire tremendous heroism in 1 willing ally(including yourself) within 30 feet. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.		
	Arm Slot		+ Alertness: While the familiar is within arms reach; you gain the Alertness		
	(none) (0 GP) 0 Head Slot		feat (+2 to Spot & Listen checks). — FEATS —		
	(none) (0 GP) 0		 × Persuasive(PH 98): +2 bonus on Bluff and Intimidate checks. × Skill Focus(PH 100) (Gather Information; Diplomacy): +3 bonus on checks 		
	Face Slot		with selected skill. × Obtain Familiar(CAr 81) : Obtain a familiar in the same manner as a		
	(none) (0 GP) 0 Shoulder Slot		sorcerer or wizard		
	(none) (0 GP) 0		 × Obscure Lore(CAd 111): Gain +4 bonus on bardic knowledge or lore checks 		
	Neck Slot		× Forbidden Lore(HH 123) : Gain bonuses on your bardic knowledge or lore checks.		
	(none) (0 GP)	C	0		
	(none) (0 GP)	(
	Torso Slot		$1 \mid $		
	(none) (0 GP)	C	0		
	Waist Slot				
	(none) (0 GP) Feet Slot				
	(none) (0 GP)	C	<u>o</u>		
	TOTAL WEIGHT CARI	RIED 20			
NOTES		LANGUAGES			
	_	Common			
		Abyssal Aquan			
		Auran	CARRYING INFO TURN/REBUKE ATTEMPTS		
		Celestial	Times / Day Head Turning/Rebuking		
		Draw	76 153 230 Times/Day Used Check Modifier		
		Drow Sign Language	LIGHT HEAVY LOAD MED LOAD		
		Druidic	DUKING MOST Powerful Undead Check Affected(Max HD) # of HD Turned/Rebuked		
		Dwarven	230 460 1 150 Up to 0 2d6 If your cleric level is double		
		Elven Giant	LIFT OFF PUSH 1-3 the HD of the undead or more, the undead are		
		Gnoll	MONEY DRAG 4-0 destroyed/commanded rather than turned/rebuked.		
		Gnome	PP Dispelling rebuking/turning works like turning/rebuking,		
		Goblin	BP 13-15 but you must equal or exceed the check result of the cleric who		
		Halfling	rebuked/turned.		
		Ignan Infernal	Art 19-21 22+		
		Orc	Gems		

Sylvan

Other (GP)

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	ADDITIONAL NOTES		
	ABBITION		
			

SPECIAL ABILITIES/FEATS

- RACIAL ABILITIES —
- × Constitution+2
- × Base land speed of 30 feet.
- × Natural Weapons: Slam(1d6+4),
- × Darkvision 60 feet.
- x Immunity to sleep, charm effects
- x +4 racial bonus on Bluff and Disguise checks.
- × Favored Class: Rogue
- CLASS ABILITIES —
- × Proficient in light armor, and all shields (except tower shields)
- × Proficient with all simple weapons, and with Longsword, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword, Whip, Whip-dagger.
- × You can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.
- × Bardic Knowledge(Ex): You possess a special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+0
- × Bardic Music: Performances can create varied magical effects 15 times per day.
- × Countersong(Su): You can counter any sonic or language-dependent magical effect. Anyone within 30 feet can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.
- × Fascinate(Sp): You can fascinate 5 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to 15 round(s).
- x Inspire Courage(Su): While singing; all allies who can hear you gain a +3 morale bonus to saving throws against charm and fear effects; and a +3 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.
- x Inspire Competence(Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes.
- × Suggestion(Sp): You can make a suggestion (as the spell) to a creature you have already fascinated. Will save (DC 26 negates).
- x Inspire Greatness(Su): You can inspire up to 3 creature(s). This gives them +2 bonus Hit Dice (d10s); +2 competence bonus on attacks; and +1 competence bonus on Fortitude saves. This lasts as long as you play; and for 5 rounds after you stop.
- × Song of Freedom(Sp): With one minute of uninterrupted music and concentration you can affect a single target within 30 feet as though with a break enchantment spell.
- × Inspire Heroics(Su): You can inspire tremendous heroism in 1 willing ally(including yourself) within 30 feet. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.
- × Alertness: While the familiar is within arms reach; you gain the Alertness feat (+2 to Spot & Listen checks).
- FEATS —
- × Persuasive(PH 98): +2 bonus on Bluff and Intimidate checks.
- × Skill Focus(PH 100) (Gather Information; Diplomacy): +3 bonus on checks with selected skill.
- × Obtain Familiar(CAr 81): Obtain a familiar in the same manner as a sorcerer or wizard
- × Obscure Lore(CAd 111): Gain +4 bonus on bardic knowledge or lore checks
- × Forbidden Lore(HH 123): Gain bonuses on your bardic knowledge or lore checks.

RACE/CLASS SPECIAL ABILITIES — RACIAL ABILITIES — × Constitution+2 × Base land speed of 30 feet. × Natural Weapons: Slam(1d6+4), × Darkvision 60 feet. × Immunity to sleep, charm effects × +4 racial bonus on Bluff and Disguise checks. × Favored Class: Rogue — CLASS ABILITIES — × Proficient in light armor, and all shields (except tower shields) × Proficient with all simple weapons, and with Longsword, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword, Whip, Whip-dagger. × You can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. × Bardic Knowledge(Ex): You possess a special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+0 × Bardic Music: Performances can create varied magical effects 15 times per day. × Countersong(Su): You can counter any sonic or language-dependent magical effect. Anyone within 30 feet can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds. × Fascinate(Sp): You can fascinate 5 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to 15 round(s). x Inspire Courage(Su): While singing; all allies who can hear you gain a +3 morale bonus to saving throws against charm and fear effects; and a +3 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds. x Inspire Competence(Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes. x Suggestion(Sp): You can make a suggestion (as the spell) to a creature you have already fascinated. Will save (DC 26 negates). x Inspire Greatness(Su): You can inspire up to 3 creature(s). This gives them +2 bonus Hit Dice (d10s); +2 competence bonus on attacks; and +1 competence bonus on Fortitude saves. This lasts as long as you play; and for 5 rounds after you stop. × Song of Freedom(Sp): With one minute of uninterrupted music and concentration you can affect a single target within 30 feet as though with a break enchantment spell. x Inspire Heroics(Su): You can inspire tremendous heroism in 1 willing ally(including yourself) within 30 feet. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. × Alertness: While the familiar is within arms reach; you gain the Alertness feat (+2 to Spot & Listen checks).

FEATS/OTHER SPECIAL ABILITIES

— FEATS —

- × Persuasive(PH 98): +2 bonus on Bluff and Intimidate checks.
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