

Jane Jean Naj

Character Name

Bruno Gabriel C. Lima

Player Name

None

Deity

None

Region

Chaotic Good

Alignment

Bard 3

CLASS

Drow / Humanoid

RACE

Medium / 1,5 m

SIZE / FACE

0 cm / 0 kg

HEIGHT / WEIGHT

Darkvision (36 m),
Low-Light Vision

VISION

3 (3)

Character Level (CR)

5000 / 9000

EXP/NEXT LEVEL

134

AGE

Feminino

GENDER

EYES

HAIR

25

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	7	-2	7	-2		
DEX Dexterity	16	+3	16	+3		
CON Constitution	9	-1	9	-1		
INT Intelligence	16	+3	16	+3		
WIS Wisdom	7	-2	7	-2		
CHA Charisma	20	+5	20	+5		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE
(constitution)

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+1

=

+3

+

-2

+

+0

+

+0

+

+0

+

Conditional Save Modifiers:

+4 vs. Bardic Performance, sonic, and language-dependent effects

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+0	=	+2	+	-2	+	+0	+	+0	+	0	+	
RANGED attack bonus	+5	=	+2	+	+3	+	+0	+	+0	+	0	+	
CMB attack bonus	+0	=	+2	+	-2	+	+0	+		+		+	

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

CMB

+0

+0

+0

+0

+0

+0

CMD

13

13

13

13

13

13

UNARMED
(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+0

1d3-2

20/x2

1,5 m

HP
hit points

21

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 9 m

AC
armor class

13

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Prolane

MISC

INITIATIVE
modifier

+5

=

+3

+

+2

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

+0

SPELL RESIST

9

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

TOTAL SKILLPOINTS: 27 (UNUSED: 2)

SKILLS

MAX RANKS: 3/3

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	
✓ Appraise	INT	3	=	3	
✓ Bluff	CHA	5	=	5	
✓ Climb	STR	-2	=	-2	
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	5	=	5	
✓ Diplomacy (Perform (Oratory))	CHA	11	=	5 + [3] + 3	
✓ Disguise	CHA	5	=	5	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	3	=	3	
✓ Heal	WIS	-2	=	-2	
✓ Intimidate	CHA	5	=	5	
Knowledge (Engineering)	INT	8	=	3 + 1 + 4	
✓ Knowledge (Untrained)	INT	4	=	3 + 1	
✓ Perception	WIS	5	=	-2 + 2 + 5	
Perform (Act)	CHA	11	=	5 + 3 + 3	
Perform (Dance)	CHA	11	=	5 + 3 + 3	
Perform (Oratory)	CHA	11	=	5 + 3 + 3	
Perform (String Instruments)	CHA	11	=	5 + 3 + 3	
✓ Perform (Untrained)	CHA	5	=	5	
✓ Ride	DEX	3	=	3	
✓ Sense Motive	WIS	-2	=	-2	
✓ Sense Motive (Perform (Oratory))	CHA	11	=	5 + [3] + 3	
Sleight of Hand	DEX	8	=	3 + 2 + 3	
Spellcraft	INT	9	=	3 + 3 + 3	
✓ Stealth	DEX	8	=	3 + 2 + 3	
✓ Survival	WIS	-2	=	-2	
✓ Swim	STR	-2	=	-2	
Use Magic Device	CHA	11	=	5 + 3 + 3	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Character: Jane Jean Naj

Player: Bruno Gabriel C. Lima

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

Created using PCGen v6.07.00-dev on 29/Jan/2016 at 22:17:14

Level:3 (CR:3)

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WEIGHT ALLOWANCE					
Light	11,5	Medium	23	Heavy	35
Lift over head	35	Lift off ground	70	Push / Drag	175
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common, Drow Sign Language, Elven, Goblin, Undercommon					
Other Companions					
Traits					
Chance Savior			[Paizo Inc. - Carrion Crown Player's Guide, p.12]		
Fate smiled on you and Professor Lorremor one day in the not so distant past. Through a matter of pure chance, you were in a position to save the late scholar's life and did so. His gratitude was effusive, and he promised that he would never forget you. You are unsure of the nature of the summons in his will, but believe he may have listed you as a possible heir in thanks for saving him from an untimely demise. Your ability to think quickly on your feet has stayed with you, and you quite often feel that you're in the right place at the right time. You gain a +2 trait bonus on Initiative checks.					
Optimistic Gambler			[Paizo Inc. - Second Darkness Player's Guide, p.15]		
Effects that grant you morale bonuses persist 1d4 rounds longer than they normally would as a result.					
Special Attacks					
Distraction (Su)			[Paizo Inc. - Core Rulebook, p.36]		
You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.					
Fascinate (Su)			[Paizo Inc. - Core Rulebook, p.37]		
You can use your performance to cause up to 1 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 16) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.					
Surprise Strike			[Paizo Publishing LLC - Mythic Adventures]		
As a swift action, you can expend one use of mythic power to make a melee attack or ranged attack against a target within 30 feet, in addition to any other attacks you make this round. When you make a surprise strike, the target is considered flat-footed regardless of any class features or abilities it might have, and you add your tier to the attack roll. Damage from this attack bypasses damage reduction.					
Special Qualities					
Advance			[Paizo Publishing LLC - Mythic Adventures]		
As a swift action, you can expend one use of mythic power to inspire a tactical advance on the field of battle. This allows you and each of your allies within 30 feet to take either a single move action of the character's choice or a 5-foot step, as long as you or your ally has the ability to take such an action (for example, an unconscious character still can't take an action). The action granted by this ability doesn't count toward the number or type of actions a creature is allowed to take on its turn.					
Armored Casting (Ex)			[Paizo Inc. - Core Rulebook, p.35]		
You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.					
Bardic Knowledge (Ex)			[Paizo Inc. - Core Rulebook, p.35]		
You add +1 to all Knowledge checks and may make all Knowledge skill checks untrained.					
Bardic Performance			[Paizo Inc. - Core Rulebook, p.35]		

You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 19 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Cantrips **[Paizo Inc. - Core Rulebook, p.38]**

You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) **[Paizo Inc. - Core Rulebook, p.36]**

You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your 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 your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Darkvision (Ex) **[Paizo Inc. - Bestiary]**

Range 120 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.

Drow Immunities (Ex) **[Paizo Inc. - Bestiary]**

Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.

Hard to Kill (Ex) **[Paizo Publishing LLC - Mythic Adventures]**

Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as specified by that ability. Bleed damage still causes you to lose hit points when below 0 hit points. In addition, you don't die until your total number of negative hit points is equal to or greater than double your Constitution score.

Inspire Competence (Su) **[Paizo Inc. - Core Rulebook, p.37]**

You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) **[Paizo Inc. - Core Rulebook, p.37]**

You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspired Defense (Ex) **[Paizo Publishing LLC - Mythic Adventures]**

Whenever you use bardic performance to inspire courage, the competence bonus against charm and fear effects instead applies to all saving throws. If you expend one use of mythic power when you start a bardic performance to inspire courage, you add your tier to this bonus.

Keen Senses (Ex) **[Paizo Inc. - Bestiary]**

Drow receive a +2 racial bonus on Perception checks.

Low-Light Vision (Ex) **[Paizo Inc. - Bestiary]**

You can see x2 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.

Marshal **[Paizo Publishing LLC - Mythic Adventures]**

Inspiration and courage make the marshal the greatest leader, capable of leading troops to victory over any challenge. The powers of the marshal allow her to inspire others, which grants bonuses and additional opportunities to all of her comrades. Characters with a high Charisma score and an above-average Intelligence score will gain a variety of useful abilities by becoming marshals. The path of the marshal is suitable for those who continually aid others.

Mythic Power (Su)	[Paizo Publishing LLC - Mythic Adventures]
<p>Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount. [Currently at 5/day]</p>	
Mythic Surge (Su)	[Paizo Publishing LLC - Mythic Adventures]
<p>You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll.</p>	
Mythic Tier 01	[Paizo Publishing LLC - Mythic Adventures]
<p>You have reached Mythic Tier 1</p>	
Poison Use (Ex)	[Paizo Inc. - Bestiary]
<p>Drow are skilled in the use of poison and never risk accidentally poisoning themselves.</p>	
Spell-Like Abilities (Sp)	[Paizo Inc. - Advanced Race Guide, p.103]
<p>Drow can use dancing lights At Will, darkness 1/day, and faerie fire 1/day .</p>	
Trickster	[Paizo Publishing LLC - Mythic Adventures]
<p>Skill, training, and savvy make the trickster the master of the impossible-defying unbeatable obstacles and traps, tricking the wise, and hitting otherwise unattainable targets. The trickster's abilities allow him to change his appearance, manipulate others, and strike with deadly accuracy. Characters with high Dexterity and Charisma scores have a lot to gain from becoming tricksters. The path of the trickster is suitable for those who rely on subterfuge and cunning.</p>	
Versatile Performance (Oratory) (Ex)	[Paizo Inc. - Core Rulebook, p.38]
<p>You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.</p>	
Weapon Familiarity (Ex)	[Paizo Inc. - Bestiary]
<p>Drow are proficient with the hand crossbow, rapier, and short sword.</p>	
Well-Versed (Ex)	[Paizo Inc. - Core Rulebook, p.38]
<p>You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.</p>	

Feats

Dual Path	[Paizo Publishing LLC - Mythic Adventures]
<p>Gain abilities from a second mythic path</p> <p>Select a mythic path other than the path you selected at your moment of ascension. You gain that path's 1st-tier ability (either archmage arcana, champion's strike, divine surge, guardian's call, marshal's order, or trickster attack). Each time you gain a path ability, you can select that path ability from either path's list or the list of universal path abilities.</p>	
Extra Performance	[Paizo Inc. - Core Rulebook, p.124]
<p>You can use your bardic performance ability more often than normal</p> <p>You can use bardic performance for 6 additional rounds per day.</p>	

Proficiencies

<p>Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Whip</p>	
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Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (39 m)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (39 m)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wisps], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> Darkness	Evocation [Darkness]	1 standard action	3 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20- foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment [20% miss chance] in dim light. All creatures gain total concealment [50% miss chance] in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level. [SR:No]					
<input type="checkbox"/> Darkness	Evocation [Darkness]	1 standard action	3 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20- foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment [20% miss chance] in dim light. All creatures gain total concealment [50% miss chance] in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level. [SR:No]					
<input type="checkbox"/> Faerie Fire	Evocation [Light]	1 standard action	3 minutes [D]	Long (156 m)	CR:p.280
[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. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. 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]					
<input type="checkbox"/> Faerie Fire	Evocation [Light]	1 standard action	3 minutes [D]	Long (156 m)	CR:p.280
[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. Creatures outlined by faerie fire take a -20 penalty on all Stealth checks. 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]					

* =Domain/Specialty Spell

Bard Spells

LEVEL KNOWN	0	1	2	3	4	5	6
PER DAY	at will	5	—	—	—	—	—
Concentration	+8						

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

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (9 m)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. [SR:Yes; DC:15, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 3 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation, AirSchool [Language-Depend]	1 standard action	30 minutes	Medium (39 m)	CR:p.313
[V, S, F] TARGET: 3 creatures; EFFECT: You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. 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. To speak a message, you must mouth the words and whisper. [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.	CR:p.325
[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, 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:15, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	30 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: 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 or trapped 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.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Instrument	Conjuration (Summoning)	1 round	3 minutes [D]	0 ft.	CR:p.350
[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. The summoned instrument disappears at the end of this spell. [SR:No]					

* =Domain/Specialty Spell

Bard Spells

LEVEL 1 / Per Day:5 / Caster Level:3

Name	School	Time	Duration	Range	Source
☐☐☐☐☐Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
☐☐☐☐☐Ear-Piercing Scream	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (9 m)	UM:p.218
[V, S] TARGET: One creature; EFFECT: Deal sonic damage and daze target. [SR:Yes; DC:16, Fortitude partial (see text)]					
☐☐☐☐☐Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 3 rounds	Close (9 m)	CR:p.281
[V] TARGET: 3 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:16, Will negates (harmless) or Will negates (object);]					
☐☐☐☐☐Hideous Laughter	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 rounds	Close (9 m)	CR:p.296
[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. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. 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. [SR:Yes; DC:16, Will negates]					

* =Domain/Speciality Spell

Innate

- At Will
- Dancing Lights

☐Dancing Lights

☐Darkness

☐Darkness

☐Faerie Fire

☐Faerie Fire

Jane Jean Naj

Drow
RACE
134
AGE
Feminino
GENDER
Darkvision (36 m), Low-Light Vision
VISION
Chaotic Good
ALIGNMENT
Direita
DOMINANT HAND
0 cm
HEIGHT
0 kg
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
None
DEITY
Humanoid
Race Type
Race Sub Type

Description:
Biography:

Notes:

Talentos que não estão no programa:

Master Performer

When using your bardic performance abilities, you grant your allies greater bonuses.

Prerequisite: Bardic performance class feature, Extra Performance

Benefit : When any of your bardic performance abilities grant your allies a bonus, that bonus is increased by +1.

Appears In : Faction Guide