

## NPC

## ALIGNMENT

Darkvision (60'), Normal
VISION
0
POINTS

SKILLS						MAX RANKS	23/11.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Armorsmithing)	INT	17	= 1	+ 14.0	+ 2		
Craft (Leatherworking)	INT	11	= 1	+ 10.0	+		
Craft (Weaponsmithing)	INT	12	= 1	+ 9.0	+ 2		
Perform (Keyboard Instruments)	CHA	23	= 5	+ 18.0	+		
Perform (Percussion Instruments)	CHA	26	= 5	+ 21.0	+		
Perform (Sing)	CHA	28	= 5	+ 23.0	+		
Perform (String Instruments)	CHA	28	= 5	+ 23.0	+		
Perform (Wind Instruments)	CHA	26	= 5	+ 21.0	+		
Use Magic Device	CHA	27	= 5	+ 22.0	+		

✓ : can be used untrained. X : exclusive skills

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER
<b>MELEE</b> attack bonus	+16/+11/+6	=	+15/+10/+5	+1	+0	+0	
<b>RANGED</b> attack bonus	+16/+11/+6	=	+15/+10/+5	+1	+0	+0	
<b>GRAPPLE</b> attack bonus	+16/+11/+6	=	+15/+10/+5	+1	+0	+0	

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WEIGHT ALLOWANCE					
Light	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

<b>BARDIC MUSIC</b>	
<b>Uses per day</b>	
<b>Effects (Perform ranks required)</b>	Inspire Courage(3), Countersong(3), Fascinate(3), Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

## +1 racial bonus on attack rolls against orcs and goblinoids

- +1 racial bonus on attack rolls against orcs and goblinoids
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal.
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +4 Dodge bonus to Armor Class against monsters of the giant type.

Bardic knowledge (+21)

Bardic music 20/day

Countersong (Su)

Fascinate (Sp) - can effect 7 creature

Inspire Competence (Su)

Inspire Courage (Su) +4

Inspire Greatness (Su) - can affect 4 people

Inspire Heroics (Su) - can affect 2 people

Mass Suggestion (Sp)

Song of Freedom (Su)

### Stability

## Stonecunning

Suggestion (Sp)

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip

Common, Dwarven, Goblin

# Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
At Will	Suggestion	10	Will negates	1 standard action	(CASTERLEVEL) hours or until completed	Close (25 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Effect: Compels subject to follow stated course of action.

Target: One living creature

\* =Domain/Speciality Spell

# Bard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	5	5	5	5	5	4	0	0	0
PER DAY	4	6	5	5	5	5	4	0	0	0

## LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	15	Will negates	1 standard action	20 round	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Humanoid creature of 4 HD or less loses next action.				Target: One humanoid creature of 4 HD or less				
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
□□□□□	Mage Hand	15	None	1 standard action	Concentration	Close (75 Feet)	V, S	No	Transmutation
	Effect: 5-pound telekinesis.				Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
	Effect: Makes minor repairs on an object.				Target: One object of up to 1 lb.				
□□□□□	Prestidigitation	15	See text	1 standard action	20 hour	10 ft.	V, S	No	Universal
	Effect: Performs minor tricks.				Target: See text				
□□□□□	Summon Instrument	15	None	1 round	20 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)
	Effect: Summons one instrument of the caster's choice.				Target: One summoned handheld musical instrument				

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Confusion, Lesser	16	None	1 standard action	20 round	Close (75 Feet)	V, S, DF	No	Enchantment (Compulsion)
	Effect: One creature is confused for 1 round.				Target: One living creature				
□□□□□	Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	Effect: Determines properties of magic item.				Target: One touched object				
□□□□□	Magic Aura	16	None; see text	1 standard action	20 days [D]	Touch	V, S, F	No	Illusion (Glamour)
	Effect: Alters object's magic aura.				Target: One touched object weighing up to 100 lbs				
□□□□□	Magic Mouth	16	Will negates (object)	1 standard action	Permanent until discharged	Close (75 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
	Effect: Speaks once when triggered.				Target: One creature or object				
□□□□□	Ventriloquism	16	Will disbelief (if interacted with)	1 standard action	20 minutes [D]	Close (75 Feet)	V, F	No	Illusion (Figment)
	Effect: Throws voice for 20 minutes.				Target: Intelligible sound, usually speech				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 2d8+10 damage				Target: Creature touched				
□□□□□	Glitterdust	17	Will negates (blinding only)	1 standard action	20 rounds	Medium (300 Feet)	V, S, M	No	Conjuration (Creation)
	Effect: Blinds creatures, outlines invisible creatures.				Target: Creatures and objects within 10-ft.-radius spread				
□□□□□	Rage	17	None	1 standard action	Concentration + 20 rounds [D]	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.				Target: 6 willing living creatures, no two of which may be more than 30 ft. apart				
□□□□□	Summon Monster II	17	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (75 Feet)	V, S, M/DF	No	Conjuration (Summoning)
	Effect: Summons swarm of bats, rats, or spiders.				Target: One swarm of bats, rats, or spiders				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Monster	18	Will negates	1 standard action	20 days	Close (75 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes monster believe it is your ally.				Target: One living creature				
□□□□□	Deep Slumber	18	Will negates	1 round	20 minutes	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Puts 10 HD of creatures to sleep.				Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□	Displacement	18	Will negates (harmless)	1 standard action	20 rounds [D]	Touch	V, M	Yes (harmless)	Illusion (Glamour)
	Effect: Attacks miss subject 50%.				Target: Creature touched				
□□□□□	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
	Effect: Frees object or person from curse.				Target: Creature or item touched				
□□□□□	Sculpt Sound	18	Will negates (object)	1 standard action	20 hours [D]	Close (75 Feet)	V, S	Yes (object)	Transmutation
	Effect: Creates new sounds or changes existing ones.				Target: 20 creatures or objects, no two of which can be more than 30 ft. apart				

## LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Critical Wounds	19	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 4d8+20 damage.				Target: Creature touched				
□□□□□	Hold Monster	19	Will negates; see text	1 standard action	20 rounds [D]; see text	Medium (300 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: As hold person, but any creature.				Target: One living creature				
□□□□□	Locate Creature	19	None	1 standard action	200 minutes	Long (1200 Feet)	V, S, M	No	Divination
	Effect: Indicates direction to familiar creature.				Target: Circle, centered on you, with a radius of 1200 ft.				
□□□□□	Rainbow Pattern	19	Will negates	1 standard action	Concentration + 20 rounds [D]	Medium (300 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
	Effect: Lights fascinate 24 HD of creatures.				Target: Colorful lights with a 20-ft.-radius spread				
□□□□□	Secure Shelter	19	None	10 minutes	40 hours [D]	Close (75 Feet)	V, S, M, F; No see text	No	Conjuration (Creation)
	Effect: Creates sturdy cottage.				Target: 20 ft. square structure				

## LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	No	Abjuration
	Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects in fog get -10 to Wis and Will checks.				Target: Fog spreads in 20-ft. radius, 20 ft. high				

\* =Domain/Speciality Spell

## Bard Spells

□□□□□ Seeming	20	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D]	Close (75 Feet)	V, S	Yes or No; see text	Illusion (Glamour)
<i>Effect:</i> Changes appearance of one person per two levels.				<i>Target:</i> 10 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Song of Discord	20	Will negates	1 standard action	20 rounds	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<i>Effect:</i> Forces targets to attack each other.				<i>Target:</i> Creatures within a 20-ft.-radius spread				
□□□□□ Suggestion, Mass	20	Will negates	1 standard action	20 hours or until completed	Medium (300 Feet)	V, M	Yes	Enchantment (Compulsion)
<i>Effect:</i> As suggestion, plus 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Analyze Dweomer	21	None or Will negates; see text	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> One object or creature per caster level				
□□□□□ Animate Objects	21	None	1 standard action	20 rounds	Medium (300 Feet)	V, S	No	Transmutation
<i>Effect:</i> Objects attack your foes.				<i>Target:</i> 20 Small objects; see text				
□□□□□ Geas/Quest	21	None	10 minutes	20 days or until discharged [D]	Close (75 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<i>Effect:</i> As lesser geas, plus it affects any creature.				<i>Target:</i> One living creature				
□□□□□ Sympathetic Vibration	21	None; see text	10 minutes	Up to 20 rounds	Touch	V, S, F	Yes	Evocation [Sonic]
<i>Effect:</i> Deals 2d10 damage/round to freestanding structure.				<i>Target:</i> One freestanding structure				

\* =Domain/Speciality Spell