

NPC

Chaotic Evil
ALIGNMENT
Normal
VISION
0
POINTS

BASE ATTACK bonus	+12/+7/+2
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	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8/+3	=	+12/+7/+2	+1	+0	+0	
RANGED attack bonus	+16/+11/+6	=	+12/+7/+2	+4	+0	+0	
GRAPPLE attack bonus	+13/+8/+3	=	+12/+7/+2	+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

FEATS	
Blind-Fight	See Text
Brew Potion	See Text
Craft Rod	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Run	See Text
Skill Focus (Craft (Leatherworking))	See Text

SKILLS					MAX RANKS	19/9.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Alchemy)	INT	14	= 2	+ 12.0	+	
Craft (Armorsmithing)	INT	19	= 2	+ 17.0	+	
Craft (Carpentry)	INT	21	= 2	+ 19.0	+	
Craft (Leatherworking)	INT	18	= 2	+ 16.0	+	
Craft (Trapping)	INT	19	= 2	+ 17.0	+	
Knowledge (Arcana)	INT	21	= 2	+ 19.0	+	
Perform (Act)	CHA	26	= 5	+ 18.0	+	3
Perform (Comedy)	CHA	23	= 5	+ 18.0	+	
Perform (Keyboard Instruments)	CHA	21	= 5	+ 16.0	+	
Perform (Oratory)	CHA	24	= 5	+ 19.0	+	

✓

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can be used untrained.

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:

exclusive skills

SPECIAL ABILITIES

Bardic knowledge (+18)
Bardic music 16/day
Countersong (Su)
Fascinate (Sp) - can effect 6 creature
Inspire Competence (Su)
Inspire Courage (Su) +3
Inspire Greatness (Su) - can affect 3 people
Inspire Heroics (Su) - can affect 1 people
Song of Freedom (Su)
Suggestion (Sp)

LANGUAGES
Aquan, Common, Orc

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 Close (25 Feet) completed		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	4	4	4	4	0	0	0	0
PER DAY	4	6	5	4	4	3	0	0	0	0

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dancing Lights	15	None	1 standard action	16 minute [D]	Medium (260 Feet)	V, S	No	Evocation [Light]
	Effect: Creates torches or other lights.				Target: Up to four lights, all within a 10- ft.-radius area				
□□□□□	Daze	15	Will negates	1 standard action	16 round	Close (65 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				
□□□□□	Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	16 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
	Effect: Figment sounds.				Target: Illusory sounds				
□□□□□	Light	15	None	1 standard action	160 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.				Target: Object touched				
□□□□□	Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
	Effect: Opens or closes small or light things.				Target: Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□	Prestidigitation	15	See text	1 standard action	16 hour	10 ft.	V, S	No	Universal
	Effect: Performs minor tricks.				Target: See text				

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Person	16	Will negates	1 standard action	16 hours	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes one person your friend.				Target: One humanoid creature				
□□□□□	Disguise Self	16	None	1 standard action	160 minutes [D]	Personal	V, S	No	Illusion (Glamer)
	Effect: Changes your appearance.				Target: You				
□□□□□	Magic Mouth	16	Will negates (object)	1 standard action	Permanent until discharged	Close (65 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
	Effect: Speaks once when triggered.				Target: One creature or object				
□□□□□	Obscure Object	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
	Effect: Masks object against scrying.				Target: One object touched of up to 1600 lbs				
□□□□□	Unseen Servant	16	None	1 standard action	16 hours	Close (65 Feet)	V, S, M	No	Conjuration (Creation)
	Effect: Invisible force obeys your commands.				Target: One invisible, mindless, shapeless servant				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blur	17	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
	Effect: Attacks miss subject 20% of the time.				Target: Creature touched				
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 16 minutes.				Target: Creature touched				
□□□□□	Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	16 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	Effect: Subject is invisible for 16 minutes or until it attacks.				Target: You or a creature or object weighing no more than 1600 lbs				
□□□□□	Silence	17	Will negates; see text or none (object)	1 standard action	16 minutes [D]	Long (1040 Feet)	V, S	Yes; see text or no (object)	Illusion (Glamer)
	Effect: Negates sound in 15-ft. radius.				Target: 20 ft. radius emanation centered on a creature, object, or point in space				

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	16 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	Effect: Makes everyone within 10 ft. invisible.				Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Phantom Steed	18	None	10 minutes	16 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
	Effect: Magic horse appears for 16 hours.				Target: One quasi-real, horselike creature				
□□□□□	Scrying	18	Will negates	1 hour	16 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	Effect: Spies on subject from a distance.				Target: Magical sensor				
□□□□□	Secret Page	18	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
	Effect: Changes one page to hide its real content.				Target: Page touched, up to 3 sq. ft. in size				

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Hold Monster	19	Will negates; see text	1 standard action	16 rounds [D]; see text	Medium (260 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: As hold person, but any creature.				Target: One living creature				
□□□□□	Invisibility, Greater	19	Will negates (harmless)	1 standard action	16 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
	Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched				
□□□□□	Rainbow Pattern	19	Will negates	1 standard action	Concentration + 16 rounds [D]	Medium (260 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				
□□□□□	Repel Vermin	19	None or Will negates; see text	1 standard action	160 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
	Effect: Insects, spiders, and other vermin stay 10 ft. away.				Target: 10 ft. radius emanation centered on you				

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (260 Feet)	V, S	No	Abjuration
	Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Dream	20	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
	Effect: Sends message to anyone sleeping.				Target: One living creature touched				
□□□□□	Nightmare	20	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
	Effect: Sends vision dealing 1d10 damage, fatigue.				Target: One living creature				
□□□□□	Seeming	20	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D]	Close (65 Feet)	V, S	Yes or No; see text	Illusion (Glamer)
	Effect: Changes appearance of one person per two levels.				Target: 8 creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell