

NPC

Neutral Evil
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 30'		
	0	0	3	0	0	0		0	+0	0
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL CASTING	ARMOR CHECK PENALTY	SPELL RESISTANCE

Alertness	See Text
Craft Magic Arms and Armor	See Text
Craft Wand	See Text
Eschew Materials	See Text
Forge Ring	See Text
Point Blank Shot	See Text

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

Bardic knowledge (+16)
Bardic music 13/day
Countersong (Su)
Fascinate (Sp) - can effect 5 creature
Inspire Competence (Su)
Inspire Courage (Su) +2
Inspire Greatness (Su) - can affect 2 people
Song of Freedom (Su)
Suggestion (Sp)

Aquan, Common, Elven, 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 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/Specialty Spell

Bard Spells

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

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Light	15	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.					Target: Object touched			
□□□□□	Mage Hand	15	None	1 standard action	Concentration	Close (55 Feet)	V, S	No	Transmutation
	Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.			
□□□□□	Message	15	None	1 standard action	130 minutes	Medium (230 Feet)	V, S, F	No	Transmutation [Language-Dependent]
	Effect: Whispered conversation at distance.					Target: 13 creatures			
□□□□□	Prestidigitation	15	See text	1 standard action	13 hour	10 ft.	V, S	No	Universal
	Effect: Performs minor tricks.					Target: See text			
□□□□□	Resistance	15	Will negates (harmless)	1 standard action	13 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.					Target: Creature touched			
□□□□□	Summon Instrument	15	None	1 round	13 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
□□□□□	Animate Rope	16	None	1 standard action	13 rounds	Medium (230 Feet)	V, S	No	Transmutation
	Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 115 ft.; see text			
□□□□□	Grease	16	See text	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
	Effect: Makes 10-ft. square or one object slippery.					Target: One object or a 10-ft. square			
□□□□□	Hideous Laughter	16	Will negates	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subject loses actions for 13 rounds.					Target: One creature; see text			
□□□□□	Sleep	16	Will negates	1 round	13 minutes	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Puts 4 HD of creatures into magical slumber.					Target: One or more living creatures within a 10-ft.-radius burst			

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 to Cha for 13 minutes.					Target: Creature touched			
□□□□□	Fox's Cunning	17	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
	Effect: Subject gains +4 Int for 13 minutes.					Target: Creature touched			
□□□□□	Hold Person	17	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Paralyzes one humanoid for 13 rounds.					Target: One humanoid creature			
□□□□□	Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (55 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
□□□□□	Clairaudience/Clairvoyance	18	None	10 minutes	13 minutes [D]	Long (920 Feet)	V, S, F/DF	No	Divination (Scrying)
	Effect: Hear or see at a distance for 13 minutes.					Target: Magical sensor			
□□□□□	Confusion	18	Will negates	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects behave oddly for 13 rounds.					Target: All creatures in a 15-ft. radius burst			
□□□□□	Scrying	18	Will negates	1 hour	13 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
	Effect: Spies on subject from a distance.					Target: Magical sensor			
□□□□□	Speak with Animals	18	None	1 standard action	13 minutes	Personal	V, S	No	Divination
	Effect: You can communicate with animals.					Target: You			

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Break Enchantment	19	See text	1 minute	Instantaneous	Close (55 Feet)	V, S	No	Abjuration
	Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 13 creatures, all within 30 ft. of each other			
□□□□□	Dominate Person	19	Will negates	1 round	13 days	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Controls humanoid telepathically.					Target: One humanoid			
□□□□□	Hallucinatory Terrain	19	Will disbelief (if interacted with)	10 minutes	26 hours [D]	Long (920 Feet)	V, S, M	No	Illusion (Glamour)
	Effect: Makes one type of terrain appear like another [field into forest, or the like].					Target: 13 30-ft. cubes [S]			
□□□□□	Secure Shelter	19	None	10 minutes	26 hours [D]	Close (55 Feet)	V, S, M, F; No see text		Conjuration (Creation)
	Effect: Creates sturdy cottage.					Target: 20 ft. square structure			

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	False Vision	20	None	1 standard action	13 hours [D]	Touch	V, S, M	No	Illusion (Glamour)
	Effect: Fools scrying with an illusion.					Target: 40-ft.-radius emanation			
□□□□□	Mislead	20	None or Will disbelief (if interacted with); see text	1 standard action	13 rounds [D] and concentration + 3 rounds; see text	Close (55 Feet)	S	No	Illusion (Figment)[Glamour]
	Effect: Turns you invisible and creates illusory double.					Target: You/one illusory double			

* =Domain/Specialty Spell

Created using PCGen

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak & Dimrill.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 2