Bigs	by Babbl	esforth			veRogers	None		Chaotic Good				
NAME				PLAY	'ERNAME			DEITY		ALIGNMENT		
Brd1		0		Gno	me	Small		3' 7"	47 lbs.		Low-light	
CLASS		EXPERIE	ENCE	RACE		SIZE		HEIGHT	WEIGHT		VISION	
									Red, Mess	sy,		
1		1000		63		Male		Red	unkempt	-	82	
Characte		NEXT LE		AGE		GENDER		EYES	HAIR		POINTS	
ABILITY NA	ME BASE BASE SCORE MOD	ABILITY ABILIT SCORE MOD	TY TEMP T SCORE I	EMP MOD		WOUNDS/CURR	ENT HP	SUBDUAL DAMAG	E DAMAGE F	REDUCTION	SPEED	
STR Strength		12 +1	12 -	+1 hitp	IP 10						Walk 20 ft.	
DEX		13 +1	1 13 -		C 15	14 : 12	= 10	3+0+1+	1+0+0+	+ 0	15 -1	0
CON		15 +2			TOTAL	FLAT TOUCH	BASE	ARMOR SHIELD STAT S BONUS BONUS	IZE NATURAL DEFLEC- ARMOR TION	MISC	MISS ARCANE ARMOR S HANCE SPELL CHECK RI FAILURE PENALTY	ESIST
Constitutio		15 +2	10	+2 []NI	TIATIVE	+5 = +1 +	14			SKILLS		/2
INT	。 12 +1	12 +1	12	+1	modifier	DEX DEX	+4 MISC IODIFIER	SKILL	NAME	KEY ABILITY	SKILL ABILITY RANKS MIS MODIFIER MODIFIER MODIFIER	SC FIER
WIS	12 +1	12 +1	1 40	BAS			IODIFIER	<pre> Appraise </pre>		INT	1 = 1 + +	
Wisdom	12 +1	12 71		+	bonus	+0	•	/ Balance		DEX	0 = 1 + + -	1
CHA	15 +2	15 +2	2 15 -	+2			•	′ Bluff		CHA	6 = 2 + 4.0 +	
Charisma							•	Climb		STR	0 = 1 + + -	1
SAVI	NG THROWS	TOTAL	ASE ABILITY AVE	MAGIC N	MISC EPIC TEI	MP conditional modifier	rs	Concentration		CON	2 = 2 + +	
FOR	RTITUDE		+0 + +2	+ +0 + -	+0 + +0 +		~	Craft (Untrained)		INT	1 = 1 + +	
	constitution)			╎┝══┥┝	= = =		•	Diplomacy		CHA	6 = 2 + 4.0 +	
R	EFLEX	+3 = +	-2 + +1	+ +0 + -	+0 + +0 +		~	Ó Disguise		CHA	3 = 2 + 1.0 +	
	WILL						•	Escape Artist		DEX	0 = 1 + + -	1
	(wisdom)	+3 = +	-2 + +1	+ +0 + -	+0 + +0 +		v	Forgery		INT	1 = 1 + +	
		TOTAL		SE ATTACK BONU	S STAT SIZ	E MISC EPIC	TEMP	Gather Informatio	n	CHA	4 = 2 + 2.0 +	
MF		+2	BAS	+0	+ +1 + +		TEMP *	' Heal		WIS	3 = 1 + 2.0 +	
attac	k bonus	72		ŦU	++		•	′ Hide		DEX	4 = 1 + + 3	3
RAN		+2	=	+0	+ +1 + +'	1 + +0 + +0 -	+ *	/ Intimidate		CHA	2 = 2 + +	
GRA		0	= =	. 0			٠	/ Jump		STR	-3 = 1 + 3.0 + -	
attac	k bonus	-3	=	+0	+ +1 + -4	+ +0 + +0 -	+ •	Listen		WIS	3 = 1 + + 2	
U	NARMED	TOTAL A	ATTACK BOI	NUS DA	MAGE CRIT	ICAL REAC	н Т	Move Silently		DEX	2 = 1 + 2.0 + -7	1
			+2	10	d2+1 20	/x2 5 ft		Perform (String Ir	nstruments)	CHA	6 = 2 + 4.0 +	
	Cross			HA		E CRITICAL RE	ACH	Ride		DEX	1 = 1 + +	
	Urossi	OOW (Light/S	Small)	Car			5 ft.	Search		INT	1 = 1 + +	
T 11	30 ft.	80 ft.		160 ft.	240 ft.	320 ft.		Sense Motive		WIS	1 = 1 + +	
TH Dam	+2	+2		+0	-2	-4	[]	Sleight of Hand		DEX	1 = 1 + 1.0 + -100	1
	1d6	1d6		1d6	1d6	1d6		Speak Language	(Eiven, Orc)	14/10	2 = 0 + 2.0 +	
opecial	· ·	-					•	Spot		WIS	1 = 1 + +	
	*Ra	pier (Small))	HA			ACH 5 ft.	Survival		WIS	1 = 1 + +	
	То	Hit	Dam		To Hit			Swim	-	STR	-1 = 1 + + -2	2
1H-P	+		1d4+1	2W-P-(OH)	-4	1d4		Use Magic Devic	e	CHA	3 = 2 + 1.0 +	
1H-0	-2		1d4	2W-P-(OL)	-2	1d4	1+1 ľ	Use Rope		DEX	1 = 1 + +	
2H	+	2	1d4+1	2W-OH	-8	10	14				= + +	
	Properties					•		✓: can be us	ed untrained. X: excl	usive skills. *	= + + Skill Mastery.	
1H-P: One	is equipped handed, in primar	/ hand. 1H-O: One	e handed, in off	hand. 2H: Two	handed. 2W-P-(OH): 2	2 weapons, primary han	Id (off	• • • • • • • • • • •				
hand wear	pon is heavy). 2W-I	P-(OL): 2 weapons	s, primary hand	(off hand weap	on is light). 2W-OH: 2	weapons, off hand.	·		BAR	DIC MU	ISIC	
		ARMOR		T	YPE AC MAXE	EX CHECK SPELL FAI	LURE	Uses per day 📋				
		Leather (S	Small)		ght +3 +			=	nds) Fascinate(up to 1 cr	eatures for up to	1 rounds) Inspire Courage(save	e bonus
L		``	,		-			damage bonus = +1)	, i acomato(up to 1 016			

Countersong(duration = 10 rounds) Fascinate(up to 1 creatures for up to 1 rounds) Inspire Courage(save bonus = +1, att damage bonus = +1)

ITEM LOCATION CATY WT COST Backpack (Small) Carried 1<0.50 No Backpack (Small) Carried 1<0.25 No Botts (Crossbow/Repeating/50/Small) Carried 5.0 10.0 Crossbow (Light/Small) Carried 1<0.0 0.1 Crossbow (Light/Small) Carried 1<0.0 0.1 Musical Instrument (Lite) Carried 1<0.0 0.0 Musical Instrument (Lite) Carried 1<0.0 0.0 Musical Instrument (Lite) Carried 1<0.0 0.0 Paper (Sheet) Carried 1<0.0 0.0 Paper (Sheet) Carried 1<0.0 0.0 Rations (Trait/Per Day/Small) Equipped 1<0.0 0.0 Tot Net (Artisan's/Small) Equipped 1<0.0 0.0 Tot Net (Artisan's/Small) Equipped 1<0.0 0.0 Studded Leasher (Small) Equipped 1<0.0 0.0 Tot Net (Sheet) Carried 1<0.0 0.0 Tot Net (Firet/Par Day/Small) Carried 1<0.0 0.0 Tot Net (Sheet) Carried 1<0.0 0.0 Tot Net (Sheet) Carried 1<0.0 0.0		Feats	Feats				NT	EQUIPME			
Barboli (Small) Carried 1 1.25 0.10 Boits (Crossbow/Repeating/50/Small) Carried 1 5.0 10.0 JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ	ds of the Coast ed (v.3.5) System rence Document	[Wizards of t Revised (v.3.					LOCATION		ackpack (Small)		
Botts (Crossbow/Repeating/50/Small) Carried 1 5.0 10.0 Chastow (Light/Small) Carried 1 2.0 3500 Chastow (Light/Small) Carried 1 2.0 3500 Inkpen (Bone) Carried 1 2.0 3500 Musical Instrument (Lute) Carried 1 3.0 5.0 Musical Instrument (Lute) Carried 1 0.0 0.4 Report (Small) Equipped 1 1.0 0.0 Paper (Sheet) Carried 1 0.0 0.4 Rations (Trail/Per Pay/Small) Carried 1 0.0 0.4 Sudded Leather (Small) Equipped 1 0.0 2.0 Valued Light/ Mornigate, Quaterstaft, Revised (V.3.5) Steld Proficiency (Light) Weitarks of Revised (V.3.6) Valued Light/ Mornigate, Quaterstaft, Revised (V.3.5) Steld Proficiency (Light) Weitarks of Revised (V.3.6) Stride Countersong (Su) Equipped 1 1.0 2.0 Weitarks of the Coast-Revised (V.3.5) System Revised (V.3.5) System Revised (V.3.5) Grantic Countersong (Su) Witzards of the Coast-Revised (V.3.5) System Revised (V.3.5) Torus as Special Cualities Weitarks of the Coast-Revised (V.3.5)	Feats.rtf			0.1	1.25	1	Carried				
Construction Carried 1 2.0 350 CostSow (Light/Small) Carried 1 0.0 0.1 Musical Instrument (Lute) Carried 1 0.0 0.1 Rations (Trail/Per Day/Small) Carried 1 0.0 0.0 Rations (Trail/Per Day/Small) Carried 1 0.0 0.0 Studded Leather (Small) Equipped 1 0.0 0.0 Studded Leather (Small) Equipped 1 0.0 0.0 TOTAL WEIGHT CARRIED/ALUE 2.47.6 116.6 gp Ibs. Cuth, Crossbore (Hex), Unith, Corport, Dagper (Purchinker, Sing, Spear, Spelt(Ray), Swert Upanned Strift (Spiards of the Coast-Revised (V.3.5) System Revised (V.3.	ds of the Coast		5			1		ing/50/Small)	, ,		
The result of the construction of the cost	ed (v.3.5) System rence Document Feats.rtf	Revised (v.3.									
Musical Instrument (Lute) Carried 1 3.0 5.0 Musical Instrument (Pan Pipes/Small) Carried 1 0.75 5.0 Outfit (Artisan's/Small) Equipped 1 0.0 0.4 Rapier (Small) Equipped 1 0.0 0.4 Rapier (Small) Equipped 1 0.0 1.0 Stroll (Know Direction/Arcane/Major) Carried 1 0.0 1.2 Stroll (Know Direction/Arcane/Major) Carried 1 0.0 1.2 Stroll (Know Direction/Arcane/Major) Carried 1 0.0 1.0 You make attack rolls with simple weapons normally. 1 1.0 1.0 You make attack rolls with simple weapons normally. 1 1.0 1.0 You make attack rolls with simple weapons normally. 1 1.0 1.0 You make attack rolls with simple weapons normally. 1 1.0 1.0 Materskin (Filled/Small) Carried 1 1.0 1.0 Tortal. WEIGHT ALLOWANCE 1 1.0 1.0 1.0 Bardic Fascinate (Sp) Wizards of the Coast-Revised (V.3.5) System Reference Document] Reference Document] You may wear light armor without incuring the normal arcane spall faiture thnonse. Boardie (V.	the armor check								os.		
Musical Instrument (Ling) Carried 1 3.0 5.0 Outfit (Artisan's/Small) Equipped 1 0.0 0.4 Paper (Sheet) Carried 1 0.20 0.4 Rations (Trail/Per Day/Small) Carried 1 0.25 0.5 Carried 1 0.00 1 0.00 0.4 Rations (Trail/Per Day/Small) Carried 1 0.00 12.5 Scroll (Know Direction/Arcane/Major) Carried 1 0.00 12.5 Studded Leather (Small) Equipped 1 1.00 10.00 TOTAL WEIGHT ALLOWANCE 24.76 (116.6 up Club, Crossbow (Liph), Dagger, Dagger (Punchingtar), Quartestalt, Rapier, San, Shiebbath (Heavy), Ortonow, Shortspear, Sicke, Shiebbath (Heavy), S	do of the Coost			0.1	0.0	1	Carried	Inkpen (Bone) Carried			
Moundation and the annumber of the second	ed (v.3.5) System		Shield Proficiency	5.0	3.0	1	Carried	e)	usical Instrument (Lute		
Paper (Sheet) Rapier (Small) Rations (Trail/Per Day/Small) Carried 1 0.02 50. Stroll (Know Direction/Arcane/Major) Stroll (Know Direction/Arcane/Major) Stroll (Know Direction/Arcane/Major) Carried 1 0.01 125 Cub Studded Leather (Small) Equipped 1 0.02 50. Waterskin (Filled/Small) Carried 1 1.0 01 10. TOTAL wEIGHT CARRIED/VALUE VEIGHT ALLOWANCE Ut of TOTAL wEIGHT CARRIED/VALUE WEIGHT ALLOWANCE Ut or up to 10 rounds Bardic Countersong (Su) Witards of the Coast- Revised (v3.5) System Reference Document of up to 10 rounds Bardic Fascinate (Sp) You make attack rolls with simple weapons normally. Cub Crossbow (Heavy). Consobwer, Lipps, Dagor. Paper, Longsport, Longsport, Longsport, Longsword, Ma Mace (Lipht), Mornigstar, Quarterstaft, Repier, Sap. Shieldsah (Heavy). (Lipht) 32 Ut off ground 195 Push / Drag Karlie Countersong (Su) Witards of the Coast- Revised (v3.5) System Reference Document Armored Casting You may wear light armor without incurring the normal accase spell fallure chance. Reference Document rounds Armored Casting Yu arase stable bard continues to play and concentrate for up to 1 Reference Document Reference Document Reference Document Reference Document revised (v3.5) System Reference Document Reference Document revised (v3.5) System Reference Document revised (v3.5) System Re	rence Document Feats.rtf	Reference I		5.0	0.75	1	Carried	Pipes/Small)	usical Instrument (Pan		
Rapier (Small) Equipped 1 0.25 0.5 Rapier (Small) Carried 1 0.25 0.5 Scroll (Know Direction/Arcane/Major) Carried 1 0.01 12.5 Studded Leather (Small) Equipped 1 0.0 2.5 Studded Leather (Small) Equipped 1 0.0 2.5 Studded Leather (Small) Carried 1 0.0 2.6 Utt over head 07 Lit over head 1 0.0 TOTAL WEIGHT CARRIED/ALUE 24.76 16.6 gpl Mase (Liph), Mornigstar, Outerristin, Rapier, Sap, Shieldbash (Heavy, Uph), Shortopear, Studke, Sing, Spear, Studket (Na, Shortopear, Studke, Sing, Spear, Specifikay), Swort Litt over head 07 Litt di ground 195 Heavy 197 Common, Dwarven, Elven, Gnome, Orc Bardic Countersong (Su) Witards of the Coast- Revised (V3.3) System Reference Document] Nitards of the Coast- Revised (V3.3) System Reference Document] *1 to saves against charm or lear effects and +1 morale bours on attack and +1 morale damage rolls (as long as the alty hears the bard sing and for 5 rounds himetation). Witards of the Coast- Revised (V3.3) System Reference Document] +2 Bardic Inspire Courage (Su) Witards of the Coast-		ne standard penalties.	You can use a shield and take only the standard	0.0	1.0	1	Equipped		utfit (Artisan's/Small)		
Rapier (Small) Equipped 1 1.0 2.0.0 Rations (Trail/Per Day/Small) Carried 1 0.25 0.5 J Scroil (Know Direction/Arcane/Major) Carried 1 0.01 12.5 Studded Leather (Small) Equipped 1 0.0 2.5 Waterskin (Filled/Small) Carried 1 0.0 2.5 Waterskin (Filled/Small) Carried 1 0.0 2.6 TOTAL WEIGHT ALLOWANCE 24.76 116.6 gp Maee (Light), Morningstar, Quartestif, Rapier, Saper, Sheldbash (Heavy), Uight), Shortbow, Shortspear, Sheldbash (Heavy), Uight), Shortbow, Shortspear, Specific Alpager, Dagger (Punchin Mae Quipht), Morningstar, Quartestif, Rapier, Saper, Specific Alpager, Dagger (Punchin Bardic Fascinate (Sp) WEIGHT ALLOWANCE 24.76 116.6 gp Ibs. LANGUAGES Common, Dwarven, Elven, Gnome, Orc Uit of ground 195 Push / Drag 487 For up to 10 rounds Special Attacks Wizards of the Coast-Revised (V.3.5) System Reference Document Can effect 1 creatures as the bard continues to play and concentrate for up to 1 IWizards of the Coast-Revised (V.3.5) System Reference Document You may wear light armor without incurring the normal arcane split all all co chance.Revised (V.3.5) System Reference Document Revised	ds of the Coast		Simple Weapon Proficiency	0.4	0.0	1	Carried		aper (Sheet)		
Scroll (Know Direction/Arcane/Major) Carried 1 0.01 12.5 Studded Leather (Small) Equipped 1 0.0 25.7 Studded Leather (Small) Equipped 1 0.0 25.7 Waterskin (Filled/Small) Carried 1 1.0 1.0 TOTAL WEIGHT CARRIED/VALUE 24.76 116.6 gp Mae (Light), Morningstar, Quartestaff, Rapier, Sp. Shieldbash (Heavy), (Ught), Shortbow, Shortspear, Spells(Ray), Swort Light 32 Medium 65 Heavy 97 110.0 10.0 Lift over head 97 Lift off ground 125 Push / Drag 487 Common, Dwarven, Elven, Gnome, Orc Bardic Countersong (Su) Wizards of the Coast-Revised (v.3.5) System Reference Document] Revised (v.3.5) System Reference Document] Special Qualities Wizards of the Coast-Revised (v.3.5) System Reference Document] Revised (v.3.5) System Reference Document] You make against charm or fear effects and +1 mornale borus on attack and +1 morale ference Document] *1 to saves against charm or fear effects and +1 morale borus on attack and +1 morale bor	rence Document			20.0	1.0	1	Equipped		apier (Small)		
Club, Crossbow (Heavy), Special Special Special Special Special Value WEIGHT ALLOWANCE 24.76 116 6 gp Uit over head 97 Weind ge Special Attacks [Wizards of the Coast - Revised (v.3.5) System Reference Document] For up to 10 rounds [Wizards of the Coast - Revised (v.3.5) System Reference Document] Carried Casting [Wizards of the Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Special Qualities Armored Casting [Wizards of the Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Bardic Inspire Courage (Su) Yizards of the Coast - Revised (v.3.5) System Reference Document] Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Bardic Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Bardic May Coast - Revised (v.3.5) System Reference Docume	Feats.rtf]	apons normally.	You make attack rolls with simple weapons norr	0.5	0.25	1	Carried	mall)	ations (Trail/Per Day/S		
Studded Leather (Small) Equipped 1 10.0 25.0 Waterskin (Filled/Small) Carried 1 1.0 1.0 TOTAL WEIGHT CARREDIVALUE 24.76 116.6 gp Unarmed Stikke, Whip Weilight 32 Medium 65 Heavy 97 Lift over head 97 Lift of ground 195 Push / Drag 487 Special Attacks Special Attacks Common, Dwarven, Elven, Gnome, Orc Bardic Countersong (Su) Wizards of the Coast-Revised (v.3.5) System Reference Document] Reference Document] Can effect 1 creatures as the bard continues to play and concentrate for up to 1 IWizards of the Coast-Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. IWizards of the Coast-Revised (v.3.5) System Reference Document] +1 to saves against charm or fear effects and +1 morale borus on attack and +1 morale borus on attack and +1 morale borus on attack and +1 Revised (v.3.5) System Reference Document] +2 Bardic Inspire Course (Su) Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 Reference Document] Reference Document] +2 Reference Document] <td></td> <td></td> <td></td> <td>12.5</td> <td>0.01</td> <td>1</td> <td>Carried</td> <td>/Arcane/Major)</td> <td>croll (Know Direction</td>				12.5	0.01	1	Carried	/Arcane/Major)	croll (Know Direction		
Waterskin (Filled/Small) Carried 1 1.0 1.0 TOTAL WEIGHT CARRIED/VALUE 24.76 116.6 gp (Light), Shortbow, Shorspear, Sicke, Sing, Spear, Spiel(Ray), Swort- Unarmed Strike, Whip Waterskin (Filled/Small) WEIGHT ALLOWANCE Lift over head 97 Lift off ground 195 Push / Drag 487 Bardic Countersong (Su) Special Attacks [Wizards of the Coast- Revised (v.3.5) System Bardic Fascinate (Sp) [Wizards of the Coast- Revised (v.3.5) System Bardic Fascinate (Sp) [Wizards of the Coast- Revised (v.3.5) System Carried Casting [Wizards of the Coast- Revised (v.3.5) System Bardic Inspire Courage (Su) [Wizards of the Coast- Revised (v.3.5) System Bardic Inspire Courage (Su) [Wizards of the Coast- Revised (v.3.5) System Reference Document] To saves against charm or fear effects and +1 morale bonus on attack and +1 morale damage rolis (as long as the ally hears the bard sing and for 5 rounds thereater). Bardic Music [Wizards of the Coast- Revised (v.3.5) System Reference Document] +2 Reference Document] 1/day Refere	d, Mace (Heavy),	Javelin, Longspear, Longsword, Mac	Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Lo	25.0	10.0	1	Equipped		udded Leather (Small)		
(Light) Construction of the Const- monate damage role (as long as the ally hears the bard sing and for 5 rounds bardie for spins to Armor Class against monsters of the glant type (Light) Construction of the Const- Revised (v.3.5) System Reference Document] (Light) Construction of the Const- Revised (v.3.5) System Reference Document]				1.0		1			· · · · ·		
LANGUAGES LANGUAGES LANGUAGES LANGUAGES Lift off ground 195 Heavy 97 Lift off ground 195 Push / Drag 487 Special Attacks Bardic Countersong (Su) [Wizards of the Coast- Revised (v.3.5) System Reference Document] Game (Sp) Wizards of the Coast- Revised (v.3.5) System Reference Document] Common. Dwarven, Elven, Gnome, Orc Common, Dwarven, Elven, Gnome, Orc Common, Dwarven, Elven, Gnome, Orc Common, Dwarven, Elven, Gnome, Orc Special Attacks Bardic Countersong (Su) Wizards of the Coast- Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Bardic Inspire Courage (Su) Wizards of the Coast- Revised (v.3.5) System Reference Document] + 10 saves against charm or fear effects and +1 moral arcane spell failure chance. Bardic Knowledge Wizards of the Coast- Revised (v.3.5) System Reference Document] +2					24.76			IGHT CARRIED/VA	· · /		
Lift over head 32 Medium 65 Heavy 97 Lift over head 97 Lift off ground 195 Push / Drag 487 Special Attacks Bardic Countersong (Su) Wizards of the Coast - Revised (v.3.5) System Reference Document] Bardic Fascinate (Sp) (Wizards of the Coast - Revised (v.3.5) System Reference Document] can effect 1 creatures as the bard continues to play and concentrate for up to 1 rounds Special Qualities Armored Casting (Wizards of the Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Bardic Inspire Courage (Su) H Vizards of the Coast - Revised (v.3.5) System Reference Document] Reference Document] +1 to saves against charm or fear effects and +1 morale bonus on attack and +1 morale damage rolls (as long as the ally hears the bard sing and for 5 rounds thereafter). System Reference Document] ardic Knowledge (Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 Wizards of the Coast - Revised (v.3.5) System Reference Document] H A Dodge bonus to Armor Class against monsters of the giant type (Wizards of the Coast - Revised (v.3.5) System Reference Document]					lbs.						
Lift over head 97 Lift off ground 195 Push / Drag 487 Bardic Countersong (Su) Special Attacks Wizards of the Coast-Revised (v.3.5) System Reference Document] Bardic Fascinate (Sp) Wizards of the Coast-Revised (v.3.5) System Reference Document] can effect 1 creatures as the bard continues to play and concentrate for up to 1 revised (v.3.5) System Reference Document] Can umay wear light armor without incurring the normal arcane spell failure chance. Bardic Inspire Courage (Su) Wizards of the Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Bardic Inspire Courage (Su) Wizards of the Coast - Revised (v.3.5) System Reference Document] +1 to saves against charm or fear effects and +1 morale bonus on attack and +1 morale damage rolls (as long as the ally hears the bard sing and for 5 rounds thereafter). Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 Bardic Knowledge [Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 Reference Document] Reference Document] 1/day +4 Dodge bonus to Armor Class against monsters of the giant type Wizards of the Coast - Revised (v.3.5) System Reference Document]		ven, Elven, Gnome, Orc	Common, Dwarven, Elven	07	lease						
Bardic Countersong (Su) [Wizards of the Coast - Revised (v.3.5) System Reference Document] for up to 10 rounds Bardic Fascinate (Sp) Bardic Fascinate (Sp) [Wizards of the Coast - Revised (v.3.5) System Reference Document] can effect 1 creatures as the bard continues to play and concentrate for up to 1 rounds Reference Document] Armored Casting [Wizards of the Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. [Wizards of the Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. [Wizards of the Coast - Revised (v.3.5) System Reference Document] +1 to saves against charm or fear effects and +1 morale bonus on attack and +1 morale damage rolls (as long as the ally hears the bard sing and for 5 rounds thereafter). [Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 [Wizards of the Coast - Revised (v.3.5) System Reference Document] [Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 [Wizards of the Coast - Revised (v.3.5) System Reference Document] [Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 [Wizards of the Coast - Revised (v.3.5) System Reference Document] [Wizards of the Coast - Revised (v.3.5) System Reference Document] +4 Dodge bonus to Armor Class against monsters of the g					-				•		
Bardic Countersong (Su) [Wizards of the Coast- Revised (v.3.5) System Reference Document] ardic Fascinate (Sp) [Wizards of the Coast- Revised (v.3.5) System Reference Document] can effect 1 creatures as the bard continues to play and concentrate for up to 1 rounds							ooko	Special Atte			
for up to 10 rounds Bardic Fascinate (Sp) Revised (v.3.5) System Reference Document] can effect 1 creatures as the bard continues to play and concentrate for up to 1 rounds Armored Casting Special Qualities (Wizards of the Coast - Revised (v.3.5) System Reference Document] You may wear light armor without incurring the normal arcane spell failure chance. Bardic Inspire Courage (Su) (Wizards of the Coast - Revised (v.3.5) System Reference Document] +1 to saves against charm or fear effects and +1 morale bonus on attack and +1 morale damage rolls (as long as the ally hears the bard sing and for 5 rounds thereafter). Bardic Knowledge (Wizards of the Coast - Revised (v.3.5) System Reference Document] +2 Bardic Music (Wizards of the Coast - Revised (v.3.5) System Reference Document] 1/day +4 Dodge bonus to Armor Class against monsters of the giant type (Wizards of the Coast - Revised (v.3.5) System Reference Document]) System	d (v.3.5	Revise	2085	Special Alla	ardic Countersong (Su)		
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goblinoids Grattack rolls against kobolds and Revised (v.3.5) System Reference Document]				e Coast -) System	ls of th d (v.3.5	[Wizard Revise					
+2 racial bonus on saving throws against illusions [Wizards of the Coast - Revised (v.3.5) System				- e Coast -) System	ls of th d (v.3.5	[Wizard Revise	usions	throws against illu	racial bonus on saving		
Speak with Animals (burrowing mammal only, duration 1 minute) [Wizards of the Coast - Revised (v.3.5) System Reference Document]				e Coast -) System	ls of th d (v.3.5	[Wizard Revise	у,	owing mammal only			

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
	Dancing Lights		None	1 standard action	1 minute [D]	Medium (110 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf	
Effect: Creates to	rches or other lights.					Target: Up to four li	ights, all wit	hin a 10- ftradius area	Caster Level: 1		
	Ghost Sound	12	Will disbelief (if interacted with)	1 standard action	1 rounds [D]	Close (25 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf	
Effect: Figment so	ounds.					Target: Illusory sou	nds		Caster Level: 1		
	Prestidigitation	12	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf	
Effect: Performs n	ninor tricks.					Target: See text			Caster Level: 1		
	Speak with Burrowing Mammals		None	1 standard action	1 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf	
Effect: You can co	ommunicate with Burrowing Mammals.					Target: You			Caster Level: 1		
* =Domain/Speciality Spell											

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	4	0	0	0	0	0	0
PER DAY	2	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
	12	Will negates	1 standard action	d 1 round	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
Effect: Humanoid creature of 4 HD or less loses next action.					Target: One humar	noid creatur	e of 4 HD or less	Caster Level: 1	
		None	1 standare action	d 10 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touc	hed		Caster Level: 1	
Read Magic		None	1 standare action	d 10 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 1	
Summon Instrument		None	1 round	1 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Summons one instrument of the caster's choice.					Target: One summ	oned handh	eld musical instrument	Caster Level: 1	

* =Domain/Speciality Spell

Innate

□Dancing Lights (DC:) □Ghost Sound (DC:12) □Prestidigitation (DC:12) □Speak with Burrowing Mammals (DC:)