

Kylar, the Annoying

NAME

Brd15

CLASS

15

Character Level

105000

EXPERIENCE

120000

NEXT LEVEL

Manuel

PLAYERNAME

Half-Elf(DS)

RACE

29

AGE

Medium

SIZE

Male

GENDER

Jode

DEITY

5' 9"

HEIGHT

Blue-Green

EYES

135 lbs.

WEIGHT

Dirty Blonde,
Shoulder Length

HAIR

Chaotic Neutral

ALIGNMENT

Low-Light,
Normal

VISION

-1

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	17	+3	17	+3
DEX Dexterity	18	+4	24	+7	24	+7
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	14	+2	20	+5	20	+5
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	18	+4	24	+7	24	+7

HP hit points	118	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED				
AC armor class	26	19	22	10	4	0	7	0	0	5	0	+0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+7	=	+7	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+11/+6/+1				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+5	+3	+0	+0	+0		
REFLEX (dexterity)	+16	+9	+7	+0	+0	+0		
WILLPOWER (wisdom)	+11	+9	+2	+0	+0	+0		

MELEE attack bonus	+14/+9/+4	=	+11/+6/+1	+	+3	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+18/+13/+8	=	+11/+6/+1	+	+7	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+14/+9/+4	=	+11/+6/+1	+	+3	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d3+3	20/x2

Automatic Crossbow		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried		M	19-20/x2
To Hit	30'	150'	300'	450'	600'
	+18/+13/+8	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2
Dam	2d6	2d6	2d6	2d6	2d6
Special Properties					

*Blaster Carbine		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary		M	20/x2
To Hit	30'	150'	300'	450'	600'
	+18/+13/+8	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2
Dam	4d8	4d8	4d8	4d8	4d8
Special Properties					

Crossbow, Light		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	S	19-20/x0
To Hit	30'	80'	160'	240'	320'
	+18/+13/+8	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Sword (Bastard/Masterwork/+2) (Enhancement to Weapon or Ammunition)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	S	M	19-20/x2
TOTAL ATTACK BONUS		DAMAGE			
+16/+11/+6		1d10+6			
Special Properties					

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Flight suit			+4	+8	+0	0
*Ring of Force Shield			+2		+0	0
*Ring of Protection +3			+3		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Appraise	INT	6	=	5	+ 1.0 +
✓ Balance	DEX	10	=	7	+ 1.0 + 2
✓ Bluff	CHA	13	=	7	+ 6.0 +
✓ Bluff (Flattery)	CHA	7	=	7	+ +
✓ Bribe	CHA	7	=	7	+ +
✓ City Lore	WIS	2	=	2	+ +
✓ Climb	STR	4	=	3	+ 1.0 +
✓ Climb (Swarm Huge Monster)	STR	3	=	3	+ +
✓ Conceal Object	DEX	7	=	7	+ +
✓ Concentration	CON	21	=	3	+ 18.0 +
✓ Craft (Biotechnology)	INT	5	=	5	+ +
✓ Craft (Electronics)	INT	3	=	5	+ + -2
✓ Craft (Maps)	INT	5	=	5	+ +
✓ Craft (Metallurgy)	INT	5	=	5	+ +
✓ Craft (Pharmaceuticals)	INT	5	=	5	+ +
✓ Craft (Poison)	INT	5	=	5	+ +
✓ Craft (Printing)	INT	5	=	5	+ +
✓ X Craft (Untrained)	INT	5	=	5	+ +
✓ Craft (Writing)	INT	5	=	5	+ +
X Decipher Script	INT	8	=	5	+ 1.0 + 2
✓ Diplomacy	CHA	17	=	7	+ 6.0 + 4
✓ Diplomacy (Dragon Protocol)	CHA	9	=	7	+ + 2
✓ Disable Device	INT	5	=	5	+ 0.5 +
✓ Disguise	CHA	7	=	7	+ +
✓ Drive	DEX	7	=	7	+ +
✓ Escape Artist	DEX	7	=	7	+ +
✓ Forgery	INT	5	=	5	+ +
✓ Freefall	DEX	9	=	7	+ + 2
✓ Gamble	INT	5	=	5	+ +
✓ Gather Information	CHA	11	=	7	+ 2.0 + 2
✓ Heal	WIS	2	=	2	+ 0.5 +
✓ Hide	DEX	9	=	7	+ 2.0 +
✓ Intimidate	CHA	9	=	7	+ + 2
✓ Intuit Direction	WIS	3	=	2	+ 1.0 +
✓ Jump	STR	15	=	3	+ + 12
✓ Jump (Leap into the Saddle)	STR	5	=	3	+ + 2
✓ Knowledge (Arcana)	INT	8	=	5	+ 1.0 + 2
✓ Knowledge (History)	INT	6	=	5	+ 1.0 +
✓ Knowledge (Seamanship)	INT	5	=	5	+ +
✓ Knowledge (The Planes)	INT	7	=	5	+ 2.0 +
✓ Listen	WIS	8	=	2	+ 5.0 + 1
✓ Medical (First Aid)	INT	5	=	5	+ +
✓ Mimic Voice	CHA	8	=	7	+ 1.0 +
✓ Move Silently	DEX	8	=	7	+ 1.0 +
✓ Navigate	INT	5	=	5	+ +
✓ Perform	CHA	25	=	7	+ 18.0 +
✓ Perform (Chant)	CHA	7	=	7	+ +
✓ Perform (Juggling, Wit)	CHA	7	=	7	+ +
✓ Photography	INT	5	=	5	+ +
✓ Pilot	DEX	7	=	7	+ +
			=		+ +
			=		+ +

✓ : can be used untrained. X : exclusive skills

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

SKILL NAME	SKILLS KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		18/9 MISC MODIFIER
				RANKS	RANKS	
✓ Research	WIS	2	= 2	+	+	
✓ Ride	DEX	7	= 7	+	+	
✓ Sapper	STR	3	= 3	+	+	
✓ Savoir Faire	CHA	7	= 7	+	+	
✓ X Scry	INT	5	= 5	+	+	
✓ Search	INT	6	= 5	+ 0.5	+ 1	
✓ Search (Stash Item)	INT	5	= 5	+	+	
✓ Seduction	CHA	7	= 7	+	+	
✓ Sense Motive	WIS	3	= 2	+ 1.0	+	
✓ Spellcraft	INT	25	= 5	+ 18.0	+ 2	
✓ Spot	WIS	3	= 2	+ 0.5	+ 1	
✓ Strategy	INT	5	= 5	+	+	
✓ Survival	WIS	2	= 2	+	+	
✓ Swim	STR	-13	= 3	+	+ -16	
✓ Tactics	INT	5	= 5	+	+	
✓ Tumble	DEX	17	= 7	+ 10.0	+	
✓ Urban Lore	WIS	2	= 2	+	+	
✓ Use Device	INT	5	= 5	+	+	
X Use Magic Device	CHA	14	= 7	+ 7.0	+	
✓ Use Rope	DEX	7	= 7	+	+	
✓ Use Steamcraft Device	INT	5	= 5	+	+	
✓ Wilderness Lore	WIS	2	= 2	+	+	
			=	+	+	
			=	+	+	

✓ : can be used untrained. X : exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Healing (Heal 5/day)	Equipped	1	0.0	23760.0	
See text					
Belt of Giant Strength +4	Equipped	1	1.0	16000.0	
Automatic Crossbow	Carried	1	8.0	200.0	
Backpack	Equipped	1	2.0	2.0	
16.5 lbs., 1 Pen (Ink), 1 Rations (Trail/Per Day), 1 Bedroll, 1 Sack, 4 Bolts (Crossbow/10), 2 Microcell, 2 Minicell, 1 Healer's Kit, 1 Paper (Sheet)					
Bedroll	Backpack	1	5.0	0.1	
Blaster Carbine	Equipped	1	9.0	900.0	
Bolt, Crossbow	Pouch (Belt)	1	0.1	0.1	
☐					
Bolts, Crossbow (10)	Backpack	4	1.0	1.0 (4.0)	
☐☐☐☐					
Bolts, Crossbow (10)	Pouch (Belt)	1	1.0	1.0	
☐					
Boots of Striding and Springing	Equipped	1	1.0	6000.0	
Cloak of Charisma +6	Equipped	1	1.0	36000.0	
Crossbow, Light	Carried	1	6.0	35.0	
0 lbs.					
Datachip (Arcanist's Lorebook)	Equipped	1	0.0	50.0	
Datachip (Languages and Linguistics)	Equipped	1	0.0	50.0	
Datapad	Equipped	1	1.0	300.0	
Filter mask	Equipped	1	1.0	65.0	
Flight suit	Equipped	1	6.0	50.0	
Gloves of Dexterity +6	Equipped	1	0.0	36000.0	
Headband of Intellect +6	Equipped	1	0.0	36000.0	
Healer's Kit	Backpack	1	1.0	50.0	
Microcell	Backpack	2	0.0	10.0	
			(0.0)	(20.0)	
Minicell	Backpack	2	1.0	15.0	
			(2.0)	(30.0)	
Night-Vision Goggles	Equipped	1	3.0	35.0	
Outfit (Entertainer's)	Sack	1	4.0	3.0	
Outfit (Explorer's)	Pouch (Belt)	1	8.0	0.0	
Outfit (Peasant's)	Pouch (Belt)	1	2.0	0.1	
Paper (Sheet)	Backpack	1	0.0	0.4	
Paper (Sheet)	Pouch (Belt)	1	0.0	0.4	
Pen (Ink)	Backpack	1	0.0	0.1	
TOTAL WEIGHT CARRIED/VALUE			84.6	195238.9	
			lbs.	gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Pouch (Belt)	Equipped	1	0.5	1.0	
11.1 lbs., 1 Bolt (Crossbow), 1 Bolts (Crossbow/10), 1 Outfit (Peasant's), 1 Outfit (Explorer's), 1 Paper (Sheet)					
Pouch (Spell Component)	Equipped	1	3.0	5.0	
0 lbs.					
Rations (Trail/Per Day)	Backpack	1	1.0	0.5	
Ring of Force Shield	Equipped	1	0.0	8500.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Rope of Climbing	Sack	1	3.0	3000.0	
Sack	Backpack	1	0.5	0.1	
3 lbs., 1 Rope of Climbing					
Sack	Equipped	1	0.5	0.1	
4 lbs., 2 Scroll (Blur), 1 Outfit (Entertainer's), 3 Scroll (Cure Moderate Wounds), 2 Scroll (Cure Serious Wounds), 2 Scroll (Invisibility), 1 Scroll (Spider Climb)					
Scroll (Blur)	Sack	2	0.0	150.0	
			(0.0)	(300.0)	
Scroll (Cure Moderate Wounds)	Sack	3	0.0	150.0	
			(0.0)	(450.0)	
Scroll (Cure Serious Wounds)	Sack	2	0.0	375.0	
			(0.0)	(750.0)	
Scroll (Invisibility)	Sack	2	0.0	150.0	
			(0.0)	(300.0)	
Scroll (Spider Climb)	Sack	1	0.0	25.0	
Spellbook (Wizard's/Blank)		1	3.0	15.0	
Sword (Bastard/Masterwork/+2 (Enhancement to Weapon or Ammunition))	Carried	1	10.0	8335.0	
Waterskin	Equipped	1	0.0	1.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			84.6	195238.9	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

MONEY	
Coin (Gold): 4700☐	Total = 4700.0 gp

MAGIC	
Amulet of the Planes	

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Bardic knowledge (+20)	
Bardic music 15/day	
Elven Blood	
Immunity to sleep spells and similar magical effects.	

FEATS

Compelling Song	Your ability to fascinate others through bardic music is greater due to your compelling voice and captivating songs.
Enchanter	You possess a great deal of talent and innate potential with enchantment spells.
Exotic Weapon Proficiency	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Songs of Triumph	Your ability to recall stories of great triumph improves your ability to inspire others.
Spell Focus (Enchantment)	Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.
Technical Proficiency	You can use high-tech devices without penalty
Armor Proficiency (HighTechLight)	See Text
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
HighTechSimple Weapon Proficiency	You are proficient in High-tech simple weapons
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES

Automatic Crossbow, Axe (Carpenter's), Baseball Bat, Baseball Bat (Metal), Baseball Bat (Nail-Studs), Bayonet, Blaster Carbine, Blaster Pistol, Blaster Rifle, Blowgun, Blunderbuss, Brass Knuckles, Broken Bottle, Club, Compound Longbow, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Dwarven Tunnel Gun, Far-Reaching Gauntlet, Flintlock Musket, Flintlock Pistol, Fuse Gun (Large), Fuse Gun (Small), Gauntlet, Gauntlet (Spiked), Halfspear, Heavy AutoPistol, Holdout Laser, Holdout Pistol, Hunting Carbine, Hunting Rifle, Injector, Javelin, Kin-Skull, Knife (Bowie), Large Tool, Laser Carbine, Laser Pistol, Lead Pipe, Light AutoPistol, Longspear, Mace, Mace (Heavy), Mace (Light), Matchlock Pistol, Matchlock Rifle, Morningstar, Ogre Gun, Percussion Cap Musket, Percussion Cap Pistol, Police Baton, Quarterstaff, Razor Blade, Sawtooth, Screamer Pistol, Screamer Rifle, Shieldbash, Shortspear, Shortstaff, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Chain, Spiked Helmet, Springblade, Steambow, Stun baton, Stun gauntlets, Sword (Bastard), Sword (Bastard/Exotic), Sword cane, Taser Pistol, Tool, Trusty-Two-By-Four, Unarmed Strike, Wheelock/Flintlock Pistol, Wheelock/Flintlock Rifle

LANGUAGES

Common, Elven, Literacy

Bard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daze	19	Will negates	1 action	1 round	Close (60')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> Creature loses next action.					<i>Target:</i> One person				
□□□□□ Detect Magic	17	None	1 action	Concentration up to 15 minutes [D]	60 feet	V, S	No	Universal	SRD: srdspellsd.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Quarter circle emanating from the character to the extreme of the range				
□□□□□ Distract	17	Will negates	1 action	Instantaneous	Close (60')	V, S	Yes	Illusion (Avoidance, Figment) [Mind-Affecting]	Ill: p.38
<i>Effect:</i> Allows you to make Hide checks while observed.					<i>Target:</i> 7 creatures, no two of which can be more than 20 ft. apart.				
□□□□□ Ghost Sound	17	Will disbelief	1 action	15 rounds [D]	Close (60')	V, S, M	No	Illusion (Figment, True Illusion)	SRD: srdspellsq.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds				
□□□□□ Read Magic	17	None	1 action	150 minutes	Personal	V, S, F	No	Universal	SRD: srdspellsq.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> The character				
□□□□□ Resistance	17	Will negates (Harmless)	1 action	1 minute	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD: srdspellsq.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bad Luck	20	None	1 action	15 minutes	50 ft.	V, S, F	Yes [harmless]	Enchantment (Compulsion)	Faeries: p.93
<i>Effect:</i> Target creature gains a -1 penalty to attack rolls and Reflex saves					<i>Target:</i> Several enemy creatures, no two of which may be more than 25 ft. apart				
□□□□□ Good Luck	20	None	1 action	15 minutes	50 ft.	V, S, F	Yes [harmless]	Enchantment (Compulsion)	Faeries: p.97
<i>Effect:</i> Target creature gains a +1 to attack rolls and Reflex saves					<i>Target:</i> Several ally creatures, no two of which can be more than 25 ft. apart				
□□□□□ Mage Armor	18	Will negates (Harmless)	1 action	15 hours [D]	Touch	V, S, F	Yes (Harmless)	Conjuration (Creation) [Force]	SRD: srdspellsm.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched				
□□□□□ Sleep	20	Will negates	1 action	15 minutes	Medium (250')	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> Put 2d4 HD of creatures into comatose slumber.					<i>Target:</i> Several living creatures within a 15-ft.-radius burst				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Enthral	21	Will negates	1 full round	Up to 1 hour	Medium (250')	V, S	Yes	Enchantment (Charm) [Mind-Affecting, Sonic, Language-Dependent]	SRD: srdspellsd.rtf
<i>Effect:</i> Captivates all within 250 ft.					<i>Target:</i> Any number of creatures				
□□□□□ Hold Person	21	Will negates	1 action	15 rounds [D]	Medium (250')	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> Holds one person helpless for 15 rounds.					<i>Target:</i> One humanoid of Medium-size or smaller				
□□□□□ Song of Heroes	21	Will negates (harmless)	1 full round	Concentration + 2 rounds	Medium (250')	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RelicRit: p.115
<i>Effect:</i> Bardic song gives allies +3 to attack, damage and saving throws					<i>Target:</i> One creature/level				
□□□□□ Suggestion	21	Will negates	1 action	15 hours or until completed	Close (60')	V, M	Yes	Enchantment (Compulsion) [Mind-Affecting, Language-Dependent]	SRD: srdspellsd.rtf
<i>Effect:</i> Compels subject to follow stated course of action.					<i>Target:</i> One living creature				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Monster	22	Will negates	1 action	15 days	Close (60')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> Makes monster believe it is the caster's ally.					<i>Target:</i> One living creature				
□□□□□ Confusion	22	Will negates	1 action	15 rounds	Medium (250')	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> Makes subject behave oddly for 15 rounds.					<i>Target:</i> All creatures in a 15-ft. radius				
□□□□□ Greater Sleep	22	Will negates	1 action	1 minute/level	Medium (250')	V, S, M	Yes	Enchantment [Mind-Affecting]	BoEM1: p.15
<i>Effect:</i> See text					<i>Target:</i> Several living creatures within a 15 ft. radius burst				
□□□□□ Luck of the Fey	22	None	1 action	Instantaneous	Medium (250')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	Faeries: p.101
<i>Effect:</i> Target rerolls last die roll and takes the new result					<i>Target:</i> One reroll				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dominate Person	23	Will negates	1 action	15 days	Medium (250')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> Controls humanoid telepathically.					<i>Target:</i> One humanoid of Medium-size or smaller				
□□□□□ Hold Monster	23	Will negates	1 action	15 rounds [D]	Medium (250')	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
<i>Effect:</i> As hold person, but any creature.					<i>Target:</i> One living creature				
□□□□□ Maddening Babble	23	Will negates	1 round	See text	30 feet	V, S, M	Yes	Enchantment	Spellcra: p.32
<i>Effect:</i> See text					<i>Target:</i> 30' radius centered on you				
□□□□□ Power Song (Laughter)	23	None	1 action	See text	Close (60')	V	Yes	Enchantment	CW: p.117
<i>Effect:</i> Your singing causes one creature with 100 or fewer HP to succumb to uncontrollable laughter					<i>Target:</i> One creature				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Inquisition	24	Will partial (see text)	1 full round	10 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RelicRit: p.86
<i>Effect:</i> Target must answer three questions truthfully					<i>Target:</i> One creature				

* = Domain/Specialty Spell

Bard Spells

□□□□□ Mind Fog	24	Will negates	1 action	30 minutes/2d6 rounds	Medium (250')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsm.rtf
<i>Effect:</i> Subjects in fog get -10 Wis, Will checks.					<i>Target:</i> Fog that spreads to fill a 20-ft. cube				
□□□□□ Power Song (Sleep)	24	None	1 action	See text	Close (60')	V	Yes	Enchantment	CW: p.118
<i>Effect:</i> Your singing causes one creature with 150 or fewer HP to fall into a deep slumber					<i>Target:</i> One creature				

* =Domain/Speciality Spell

Kylar, the Annoying



Half-Elf(DS)

RACE

29

AGE

Male

GENDER

Low-Light, Normal

VISION

Chaotic Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

5' 9"

HEIGHT

135 lbs.

WEIGHT

Blue-Green

EYE COLOUR

Tan

SKIN COLOUR

Dirty Blonde, Shoulder Length

HAIR

Failing your Comrades

PHOBIAS

Annoying, Curt

PERSONALITY TRAITS

Singing

INTERESTS

Articulate, I'll write a song about this.

SPOKEN STYLE

Unknown

RESIDENCE

Pan Galactic Impression

LOCATION

None

REGION

Description: Biography:

Kylar's Background

Home Community

Kylar's life on the frontier is spartan and dangerous, but it encourages self-sufficiency. Most homesteads include only one or two families. Kylar hails from Heveyant southwest of the Ya'ari forest.

Climate

Kylar welcomes the cold all year long, although where he comes from seasons are still discernible. The length of day and night changes greatly from season to season.

Education

Kylar showed talent in singing, but his song lyrics were odd at best. Kylar has apprenticed with a master bard from his mother's family for bardic instruction.

Events

Kylar took a two-way trip to the continent of Estile. Kylar the Annoying went as far north as he could travel to see the world and gather materials for his songs. Kylar the Annoying displayed an innate talent for bardic arcane spellcasting or an affinity for song magery. Others took notice, specifically the Order of light, but soon Kylar was labelled a heretic.

Family

For some reason, Kylar's family's economic status was difficult to measure. Kylar the Annoying lived a solitary life on the frontier farmer, living entirely off the land. One branch of Kylar's family follows one leadership structure, and one or more others follow a different structure, the Church. Kylar the Annoying's family maintains a low level of readiness including the use of few weapons and an occasional song of how to defend against raiders. Kylar's family often tries to break agreements or recant promises. This has led to Kylar's lyrical lies. Whether Kylar the Annoying's family is unfairly painted as liars or has a better reputation than they deserve, it's clear the community has the wrong idea. Kylar the Annoying's family is a part of the system but is actively seeking to change the

system.

Kylar's family supports the current political structure but favors a change of rulers. Kylar the Annoying's family is unhappy with current political structure but satisfied the current rulers are at least doing no real harm to non-violators of the church dogma. Kylar unfortunately had a knack for songs and an increase in song magery at early adolescence.

Some members of Kylar's family are secretly supporting a movement to overthrow the religious system of rulers. Many of Kylar the Annoying's family including Kylar are in open revolt against the current system and existing rulers. Kylar the Annoying's family has a historical conflict with followers of the church because many members learn song magery and wish to practice their art.

Individuals are treated without regard to Kylar's family name. Kylar the Annoying is the child of a simple bard. Kylar's ancestor held a high position in the current political system entertaining religious figures everywhere.

Relationships

Both of Kylar's parents have a long term illness. Kylar the Annoying has 3 older siblings and 3 younger siblings. Kylar's has three grandparents that are living. Kylar the Annoying knows dozens of relatives of various generations. Kylar's significant friend is dead or missing presumed eliminated by the church. Kylar the Annoying has angered his instructor by disregarding advice on keeping a silent tongue towards the Order of light, but always relies on his bardic abilities and charm to get out of trouble. An Order of light high priest of some importance has a philosophical beef with Kylar the Annoying.

Last news from Kylar: Kylar feels the void spewing him forth, his mind hurts as his body twists together to form a half-elf. Kylar vaguely recalls seeing a crossbow being stolen from him and used against him by some silent assassin raised from the dead. Kylar feels taller now, with no intention of singing for a while, his neck still sore with the feeling of a crossbow bolt lodged in his throat.

Memories flood towards Kylar as he recalls this puzzling world he is now a simply a single puzzle piece of.....Hassan. Perhaps a Champion of CHAOS needs his story chronicled. He casually adjusts his mind to calculate that over 200 years have past since he has stepped foot on this world.

Notes:

Character Sheet Notes:

Music of Spheres 4th level Bard spell
pg91 Dragonstar Player's Companion
All allies gain
+2d8 hp
+2 morale bonus to saving throws
+2 to attack
+2 ability check
+2 skill check
1 round per level