

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS 23/11.5		
			ABILITY MODIFIER	RANKS	MISC MODIFIER
Literacy		0	=	0	+ +
✓ Move Silently	DEX	8	=	4	+ 4.0 +
Open Lock	DEX	4	=	4	+ +
Perform (Act)	CHA	6	=	6	+ +
Perform (Comedy)	CHA	8	=	6	+ 2.0 +
Perform (Dance)	CHA	6	=	6	+ +
Perform (Keyboard Instruments)	CHA	6	=	6	+ +
Perform (Oratory)	CHA	6	=	6	+ +
Perform (Percussion Instruments)	CHA	6	=	6	+ +
Perform (Sing)	CHA	23	=	6	+ 17.0 +
Perform (String Instruments)	CHA	11	=	6	+ 5.0 +
Perform (Wind Instruments)	CHA	6	=	6	+ +
Profession (Bookkeeper)	WIS	3	=	3	+ +
Profession (Hunter)	WIS	3	=	3	+ +
Profession (Miner)	WIS	3	=	3	+ +
Profession (Siege Engineer)	WIS	3	=	3	+ +
Psicraft	INT	2	=	2	+ +
✓ Ride	DEX	4	=	4	+ +
✓ Search	INT	4	=	2	+ + 2
Search (Secret doors and hidden compartments)	INT	4	=	2	+ + 2
✓ Sense Motive	WIS	11	=	3	+ 8.0 +
Sleight of Hand	DEX	8	=	4	+ 2.0 + 2
Speak Language(Aquan, Undercommon)		0	=	0	+ +
Spellcraft	INT	11	=	2	+ 7.0 + 2
Spellcraft (Decipher spell on scroll)	INT	4	=	2	+ + 2
✓ Spot	WIS	5	=	3	+ + 2
✓ Survival	WIS	7	=	3	+ 4.0 +
Survival (Find or follow tracks)	WIS	3	=	3	+ +
Survival (Lost/Natural hazards)	WIS	3	=	3	+ +
Survival (Natural environments)	WIS	3	=	3	+ +
Survival (The Planes)	WIS	9	=	3	+ 4.0 + 2
Survival (Underground)	WIS	3	=	3	+ +
✓ Swim	STR	5	=	2	+ 3.0 +
Swim (Avoid taking nonlethal fatigue damage)	STR	2	=	2	+ +
Tumble	DEX	12	=	4	+ 6.0 + 2
Use Magic Device	CHA	10	=	6	+ 4.0 +
Use Magic Device (Scroll)	CHA	12	=	6	+ 4.0 + 2
Use Psionic Device	CHA	6	=	6	+ +
✓ Use Rope	DEX	4	=	4	+ +
Use Rope (Bind someone)	DEX	4	=	4	+ +
			=		+ +
			=		+ +

✓: can be used untrained. X: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Antitoxin (Vial)	Bag of Holding (Type 1)	2	0.0 (0.0)	50.0 (100.0)
Antitoxin (Vial)	Carried	1	0.0	50.0
Arrow, Longbow, Cold Iron (20)	Bag of Holding (Type 1)	1	3.0	1721.0
Arrow, Longbow, Darkwood (20)	Carried	1	1.5	951.0
Arrow, Longbow, Silvertip (20)	Bag of Holding (Type 1)	1	3.0	921.0
Arrows +1 (20)	Carried	1	3.0	921.0
Arrows +5 (20)	Carried	1	3.0	20121.0
Artisan's Tools (Bowmaking)	Bag of Holding (Type 1)	1	5.0	5.0
Backpack	Bag of Holding (Type 1)	1	2.0	2.0
Bag of Holding (Type 1)	Equipped	1	15.0	2500.0
Bedroll	Bag of Holding (Type 1)	1	5.0	0.1
Chalk (1 piece)	Bag of Holding (Type 1)	1	0.0	0.01
Cloak of Charisma +4	Equipped	1	2.0	16000.0
Darkwood Buckler	Equipped	1	2.5	203.0
TOTAL WEIGHT CARRIED/VALUE			53.49702469.2	lbs. gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Elixir of Hiding	Bag of Holding (Type 1)	1	0.0	250.0
Elixir of Hiding	Carried	1	0.0	250.0
Elixir of Love	Bag of Holding (Type 1)	2	0.0 (0.0)	150.0 (300.0)
Flint and Steel	Bag of Holding (Type 1)	1	0.0	1.0
Gauntlets of Ogre Power	Equipped	1	4.0	4000.0
Hammer	Bag of Holding (Type 1)	1	2.0	0.5
Healer's Kit	Bag of Holding (Type 1)	1	1.0	50.0
Ink (1 Oz. Vial)	Bag of Holding (Type 1)	1	0.0	8.0
Inkpen	Bag of Holding (Type 1)	1	0.0	0.1
Lantern (Bullseye)	Bag of Holding (Type 1)	1	3.0	12.0
Longbow +5 (Composite)	Carried	1	3.0	50400.0
Magnifying Glass	Bag of Holding (Type 1)	1	0.0	100.0
Manacles (Masterwork/Medium)	Bag of Holding (Type 1)	1	2.0	50.0
Mirror (Small/Steel)	Bag of Holding (Type 1)	1	0.5	10.0
Morningstar +5 Mithral	Carried	1	3.0	53008.0
Musical Instrument (Mandolin/Fine)	Bag of Holding (Type 1)	1	0.75	5.0
Oil (1 Pt. Flask)	Bag of Holding (Type 1)	1	1.0	0.1
Explorer's Outfit	Equipped	1	8.0	0.0
Paper (Sheet)	Bag of Holding (Type 1)	11	0.0 (0.0)	0.4 (4.4)
Parchment (Sheet)	Bag of Holding (Type 1)	10	0.0 (0.0)	0.2 (2.0)
Periapt of Wisdom +2	Equipped	1	0.0	4000.0
Phylactery of Undead Turning	Equipped	1	0.0	11000.0
Piton	Bag of Holding (Type 1)	10	0.5 (5.0)	0.1 (1.0)
Black adder venom	Bag of Holding (Type 1)	3	0.0 (0.0)	120.0 (360.0)
Potion of Bear's Endurance	Bag of Holding (Type 1)	2	0.0 (0.0)	300.0 (600.0)
Potion of Bear's Endurance	Carried	1	0.0	300.0
Potion of Blur	Bag of Holding (Type 1)	2	0.0 (0.0)	300.0 (600.0)
Potion of Blur	Carried	1	0.0	300.0
Potion of Bull's Strength	Bag of Holding (Type 1)	3	0.0 (0.0)	300.0 (900.0)
Potion of Bull's Strength	Carried	1	0.0	300.0
Potion of Cat's Grace	Carried	1	0.0	300.0
Potion of Cure Moderate Wounds	Bag of Holding (Type 1)	5	0.0 (0.0)	300.0 (1500.0)
Potion of Cure Moderate Wounds	Carried	1	0.0	300.0
Potion of Cure Serious Wounds	Bag of Holding (Type 1)	5	0.0 (0.0)	750.0 (3750.0)
Potion of Cure Serious Wounds	Carried	1	0.0	750.0
Potion of Gaseous Form	Bag of Holding (Type 1)	1	0.0	750.0
Potion of Gaseous Form	Carried	1	0.0	750.0
Potion of Haste	Bag of Holding (Type 1)	1	0.0	750.0
Potion of Haste	Carried	1	0.0	750.0
Potion of Hide from Undead	Bag of Holding (Type 1)	4	0.0 (0.0)	50.0 (200.0)
Potion of Hide from Undead	Carried	1	0.0	50.0
Potion of Invisibility	Carried	1	0.0	300.0
Oil of Greater Magic Weapon +3	Bag of Holding (Type 1)	1	0.0	1800.0
Potion of Cold Protection from Energy	Carried	1	0.0	750.0
Potion of Rage	Carried	1	0.0	750.0
TOTAL WEIGHT CARRIED/VALUE			53.49702469.2	lbs. gp

Bard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Dancing Lights	16	None	1 standard	20 minute [D] action	Medium (300 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area			<i>Caster Level:</i> 20	
□□□□ Flare	16	Fortitude negates	1 standard	Instantaneous action	Close (75 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 20	
□□□□ Mage Hand	16	None	1 standard	Concentration action	Close (75 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 20	
□□□□ Prestidigitation	16	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text			<i>Caster Level:</i> 20	
□□□□ Resistance	16	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, MDF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 20	
□□□□ Summon Instrument	16	None	1 round	20 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Summons one instrument of the caster's choice.					<i>Target:</i> One summoned handheld musical instrument			<i>Caster Level:</i> 20	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Charm Person	17	Will negates	1 standard	20 hours action	Close (75 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 20	
□□□□ Feather Fall	17	Will negates (harmless) or Will negates (object)	1 free	Until landing or 20 rounds action	Close (75 ft.)	V	Yes (object)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> 20 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart			<i>Caster Level:</i> 20	
□□□□ Grease	17	See text	1 standard	20 rounds [D] action	Close (75 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square			<i>Caster Level:</i> 20	
□□□□ Identify	17	None	1 hour	Instantaneous	Touch	V, S, MDF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object			<i>Caster Level:</i> 20	
□□□□ Ray of Hope	17	Will negates (harmless)	1 standard	20 rounds action	Close (75 ft.)	V, S	Yes (Harmless)	Enchantment (Compulsion) [Good, Mind-Affecting]	Custom: Exalted Deeds
<i>Effect:</i> Powerful hope wells up in the subject, who gains +2 morale bonus on saving, attack, ability and skill rolls. Counters and dispells "Sorrow".					<i>Target:</i> One living creature			<i>Caster Level:</i> 20	
□□□□ Undetectable Alignment	17	Will negates (object)	1 standard	24 hours action	Close (75 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 20	
□□□□ Unseen Servant	17	None	1 standard	20 hours action	Close (75 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Invisible force obeys your commands.					<i>Target:</i> One invisible, mindless, shapeless servant			<i>Caster Level:</i> 20	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Cat's Grace	18	Will negates (harmless)	1 standard	20 minutes action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 20 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 20	
□□□□ Cure Moderate Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+10 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 20	
□□□□ Faerinaal's Hymn	18	Will Negates	1 standard	Concentration action	Close (75 ft.)	V	Yes	Enchantment (Compulsion) [Good, Mind-Affecting]	Custom: null
<i>Effect:</i> This gentle hymn clouds the minds of evil ceatures, causing targets to forego attacks of opportunity. The target must be able to hear the hymn.					<i>Target:</i> 20 Creatures			<i>Caster Level:</i> 20	
□□□□ Glitterdust	18	Will negates (blinding only)	1 standard	20 rounds action	Medium (300 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Blinds creatures, outlines invisible creatures.					<i>Target:</i> Creatures and objects within 10-ft.-radius spread			<i>Caster Level:</i> 20	
□□□□ Silence	18	Will negates; see text or none (object)	1 standard	20 minutes [D] action	Long (1200 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	RSRD: SpellsS.rtf
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 20	
□□□□ Sound Burst	18	Fortitude partial	1 standard	Instantaneous action	Close (75 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Deals 1d8 sonic damage to subjects; may stun them.					<i>Target:</i> 10-ft.-radius spread			<i>Caster Level:</i> 20	
□□□□ Tongues	18	Will negates (harmless)	1 standard	200 minutes action	Touch	V, MDF	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 20	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Charm Monster	19	Will negates	1 standard	20 days action	Close (75 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes monster believe it is your ally.					<i>Target:</i> One living creature			<i>Caster Level:</i> 20	
□□□□ Clairaudience/Clairvoyance	19	None	10 minutes	20 minutes [D]	Long (1200 ft.)	V, S, F/DF	No	Divination (Scrying)	RSRD: SpellsC.rtf
<i>Effect:</i> Hear or see at a distance for 20 minutes.					<i>Target:</i> Magical sensor			<i>Caster Level:</i> 20	
□□□□ Cure Serious Wounds	19	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 3d8+15 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 20	
□□□□ Daylight	19	None	1 standard	200 minutes [D] action	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched			<i>Caster Level:</i> 20	
□□□□ Glibness	19	None	1 standard	200 minutes [D] action	Personal	S	No	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.					<i>Target:</i> You			<i>Caster Level:</i> 20	
□□□□ Warcry	19	Fortitude negates	1 standard	Instantaneous action	30 ft.	V	Yes	Enchantment (Compulsion) [Mind-Affecting]	Custom: Exalted
<i>Effect:</i> You unleash a tremendous battle cry that causes creatures within a 30-ft cone to cower in fear for 1d4 rounds. Failed save loses DEX bonus to AC and turn. Their foes gain +2 to hit cowering creatures.					<i>Target:</i> 30-ft. cone-shaped burst			<i>Caster Level:</i> 20	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Blinding Beauty	20	None	1 standard	20 rounds action	Personal	V, S	None	Transmutation [Good]	Custom: null
<i>Effect:</i> You gain the physical beauty of a nymph. All humanoids [60] who look at you: Fort or be permanently blinded. May supress or resume at will for duration of spell. Abstinence: 1 wk Sex					<i>Target:</i> You			<i>Caster Level:</i> 20	

* =Domain/Specialty Spell

Bard Spells

□□□□□ Cure Critical Wounds	20	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 4d8+20 damage.									
□□□□□ Invisibility, Greater	20	Will negates (harmless)	1 standard action	20 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.									
□□□□□ Legend Lore	20	None	See text	See text	Personal	V, S, M, F	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Lets you learn tales about a person, place, or thing.									
□□□□□ Rainbow Pattern	20	Will negates	1 standard action	Concentration + 20 rounds [D]	Medium (300 ft.)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Lights fascinate 24 HD of creatures.									
□□□□□ Shout	20	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.									

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dispel Magic, Greater	21	None	1 standard action	Instantaneous	Medium (300 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> As dispel magic, but +20 on check.									
□□□□□ Nightmare	21	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Sends vision dealing 1d10 damage, fatigue.									
□□□□□ Shadow Walk	21	Will negates	1 standard action	20 hours [D]	Touch	V, S	Yes	Illusion (Shadow)	RSRD: SpellsS.rtf
<i>Effect:</i> Step into shadow to travel rapidly.									
□□□□□ Song of Discord	21	Will negates	1 standard action	20 rounds	Medium (300 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Forces targets to attack each other.									
□□□□□ Summon Monster V	21	None	1 round	20 rounds [D]	Close (75 ft.)	V, S, F/DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls extraplanar creature to fight for you.									
□□□□□ Telepathy Block	21	None	1 standard action	20 rounds [D]	Close (75 ft.)	V, S	No	Abjuration	Custom: null
<i>Effect:</i> Blocks all telepathic communications within area. Center on point, creature, or object.									

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Empyrean Ecstasy	22	Will Negates	1 round	20 min. [D]	30 ft.	V, S, DF	Yes	Abjuration	Custom: null
<i>Effect:</i> Removes effects of pain, including penalties from pain spells. Induces a pleasurable fuguelike state: Targets immune to [new] mind-affecting spells/effects; all damage 1/2; -4 on all skill checks and a DC 15 Concentration check for any casting.									
□□□□□ Find the Path	22	None or Will negates (harmless)	3 rounds	200 minutes	Personal or touch	V, S, F	No or Yes (harmless)	Divination	RSRD: SpellsF-G.rtf
<i>Effect:</i> Shows most direct way to a location.									
□□□□□ Heaven's Trumpet	22	Fortitude negates	1 standard action	Instantaneous	120 ft.	S, F (Mstrwork Trumpet), Archon	Yes	Evocation [Good, Sonic]	Custom: null
<i>Effect:</i> You produce a blast of music of utter clarity, piercing beauty, and paralyzing awe. All foes must Fort save or be paralyzed for 1d4 rounds.									
□□□□□ Heroes' Feast	22	None	10 minutes	1 hour plus 12 hours; see text	Close (75 ft.)	V, S, DF	No	Conjuration (Creation) [Creation]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Food for 20 creatures cures and grants combat bonuses.									
□□□□□ Shout, Greater	22	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	60 ft.	V, S, F	Yes (object)	Evocation [Sonic]	RSRD: SpellsS.rtf
<i>Effect:</i> Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.									

* =Domain/Specialty Spell

Taolin



Elf
RACE
174
AGE
Female
GENDER
Low-light
VISION
Neutral Good
ALIGNMENT
Ambidextrous
DOMINANT HAND
5' 2"
HEIGHT
110 lbs.
WEIGHT
Black (usually)
EYE COLOUR
Olive
SKIN COLOUR
Auburn, Shoulder, loose
HAIR
PHOBIAS
Cautious, Horny
PERSONALITY TRAITS
INTERESTS
Precise, I'll sing you right out of your socks!
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Biography:

Former caravan guard and assistant cook, turned Factor and Bard.

Ripped from the world of Alfheim and Darokin by a magic storm and deposited, somewhat dazed, upon the shores of 3.5.

Pledged to the Court of Stars after mistakenly charming Faerinaal, consort to the Eladrin Quenn Morwel, when he mistook her for Gwynharwyf bathing in a mountain waterfall. After twenty years of service to the Court of Stars, she has risen to an advanced level as a Troubadour. She is now nearly an Eladrin herself, her type is now Outsider (DR 10/Unholy, but she can still be resurrected).

Notes:

Character Sheet Notes:

Detects evil @ will.
Casts Eladrin & Celestial spells @ level.
Music hampers Evil spell casting: Concentration check @ 15+spell level (cast or ability) or the spell fails.
Casts Starmantle: 1/day, 1 min/level: Destroys normal weapons if hit by them; DC 15 for 1/2 damage from all magical weapons.

Bardic Music
Countersong: Sing duration, max 10 rounds; Any creature within 30'; may use bard's Perform check as saving throw vs. any spell that depends on sound.

Fascinate: Sing duration, 20 rounds max; Any 7 creatures within 90', able to see & hear bard; Perform check is Save DC; Potential threat=recheck, Imminent danger breaks fascination; Creature sits quietly, -4 to any skill check.

Inspire Courage: Sing +5 rounds; Allies within hearing; +4 Save vs charm & fear; +4 ATK & DMG.

Inspire Competence: Sing duration, max 2 minutes; Allies within 30'; +2 to any appropriate Skill.

Suggestion: Instantaneous, 20 hours or completed action; One fascinated creature; Will save: DC 26; Creature will do as suggested, unless obviously harmful to self.

Inspire Greatness: Sing + 5 rounds; Four allies within hearing; Temp. add 2d10 Hit Dice: Temp HP (incl CON), +2 ATK, +1 Fort.

ToS Special Abilities

Song of Hope: Sing duration; Good aligned allies within 30'; +2 all rolls, extra save vs. mind-affecting spells, may use Perform check as save; Words of Creation: +4 bonus, 11d4 non-lethal.

Sanctified Spells: May use as if among "known".

Eladrin Form: 1/day, 10 rounds (D); Become an incorporeal, 5' globe of eldritch colours, Fly 150, perfect maneuverability, immune to all non-magical attacks, 50% ignore all DMG from spells or magic weapons other than energy, force, or ghost touch.

Celestial Symphony: Instantaneous; Non-good creatures within 30'; No Save except Will -4 for Banishment(24 hours); 10 HD: Deafened 1d4 rounds, 6 HD thru 9 HD: Blinded 2d4 rounds & Deafened, 2 HD thru 8 HD: Paralyzed 1d10 minutes & Blinded & Deafened, 1HD: Living die, undead are destroyed; Words of Creation: 14HD, 10HD thru 13HD, 5HD thru 9HD; 1HD thru 4HD, 15d4 non-lethal.

Celestial Ascension: Type is Outsider(Native), but can be brought back from the dead; has DR 10/Unholy.