

<i>Skill name</i>	<i>Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc Modifier</i>	<i>Skill name</i>	<i>Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc Modifier</i>		
<i>Appraise</i>	<i>INT</i>	8	=	3	5.0	0	<i>Knowledge (Arcana)</i>	<i>INT</i>	13	=	3	10.0	0
<i>Balance</i>	<i>DEX</i>	15	=	6	9.0	0	<i>Knowledge (Nature)</i>	<i>INT</i>	8	=	3	5.0	0
<i>Bluff</i>	<i>CHA</i>	10	=	3	7.0	0	<i>Knowledge (Planes)</i>	<i>INT</i>	11	=	3	8.0	0
<i>Climb</i>	<i>STR</i>	0	=	-2	0.0	2	<i>Listen</i>	<i>WIS</i>	20	=	-1	9.0	12
<i>Craft (untrained)</i>	<i>CON</i>	3	=	3	0.0	0	<i>Move Silently</i>	<i>DEX</i>	20	=	6	12.0	2
<i>Concentration</i>	<i>INT</i>	3	=	3	0.0	0	<i>Perform (Sing)</i>	<i>CHA</i>	19	=	3	16.0	0
<i>Decipher Script</i>	<i>INT</i>	5	=	3	2.0	0	<i>Perform (Strings)</i>	<i>CHA</i>	21	=	3	16.0	2
<i>Diplomacy</i>	<i>CHA</i>	15	=	3	8.0	4	<i>Ride</i>	<i>DEX</i>	6	=	6	0.0	0
<i>Disguise</i>	<i>CHA</i>	10	=	3	5.0	2	<i>Search</i>	<i>INT</i>	3	=	3	0.0	0
<i>Escape Artist</i>	<i>DEX</i>	6	=	6	0.0	0	<i>Sense Motive</i>	<i>WIS</i>	7	=	-1	8.0	0
<i>Forgery</i>	<i>INT</i>	3	=	3	0.0	0	<i>Spot</i>	<i>WIS</i>	10	=	-1	1.0	10
<i>Gather Information</i>	<i>CHA</i>	5	=	3	2.0	0	<i>Survival</i>	<i>WIS</i>	-1	=	-1	0.0	0
<i>Heal</i>	<i>WIS</i>	-1	=	-1	0.0	0	<i>Swim</i>	<i>STR</i>	-2	=	-2	0.0	0
<i>Hide</i>	<i>DEX</i>	20	=	6	9.0	4	<i>Tumble</i>	<i>DEX</i>	10	=	6	4.0	0
<i>Intimidate</i>	<i>CHA</i>	5	=	3	0.0	2	<i>Use Magic Device</i>	<i>CHA</i>	5	=	3	2.0	0
<i>Jump</i>	<i>STR</i>	-6	=	-2	0.0	-4	<i>Use Rope</i>	<i>DEX</i>	6	=	6	0.0	0

Feats and Abilities

<i>Saving Throw Racial Bonus</i>	+1 to all saves	<i>Improved Initiative</i>	+4 to initiative
<i>Moral Bonus</i>	+2 moral bonus on saving throws vs fear	<i>Subsonics</i>	Your music can affect even those who do not consciously hear it.
<i>Bardic Knowledge</i>	+16	<i>Energy Substitution (Sonic)</i>	As a move equivalent action you can change the subtype of your damage spell to sonic.
<i>Bardic Music</i>	13 times per day	<i>Lingering Song</i>	Bardic music effects last twice as long.
<i>Countersong (SU)</i>	Up to 10 rounds, perform save i.s.o. normal saving throw for all within 30' of the bard	<i>Song of Freedom</i>	Use 1 minute of uninterrupted concentration fo cast "break enchantment" on a single target within 30'.
<i>Fascinate</i>	Can fascinate up to 5 creatures for up to 13 rounds	<i>Disguise Spell</i>	You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft . Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.
<i>Inspire Competence (SU)</i>	+2 to skill checks for up to 2 minutes	<i>Song of Arcane Power</i>	As a move equivalent action, use your perform skill to boost your caster level: -9 (+0), 10-19 (+1), 20-29 (+2), 30+ (+4)
<i>Inspire Courage (SU)</i>	+2 to saving throws vs fear/charm, +2 on attack and damage rolls		
<i>Inspire Greatness</i>	2 allies gain +2 HD (2d10+2*con bonus), +2 on attack and +1 on fortitude saves		
<i>Suggestion</i>	Will DC19, as spell		

	0 th	1 st	2 nd	3 rd	4 th	5 th
Spells/day	6+1	5+1	4+1	4+1	3+1	2+1
Spells Known	8	6	5	5	4	2

Level 0

<i>Detect Magic</i>	<i>Detects spells and magic items within 60'.</i>
<i>Flare</i>	<i>Dazzles one creature (-1 to attack).</i>
<i>Ghost Sound</i>	<i>Figment sounds.</i>
<i>Light</i>	<i>Object shines like a torch.</i>
<i>Mending</i>	<i>Make minor repairs on an object.</i>
<i>Prestidigitation</i>	<i>Perform minor tricks.</i>
<i>Read Magic</i>	<i>Read scrolls and spellbooks.</i>

Level 1

<i>Comprehend Languages</i>	<i>You understand all spoken and written languages.</i>
<i>Faerie Fire</i>	<i>Outlines subjects with light, canceling blur, concealment, etc.</i>
<i>Healing Rest</i>	<i>Up to 1 creature per level in a 30' area has its natural healing rate doubled (10 minutes to cast, 24 hours)</i>
<i>Lyle's Fire Missile</i>	<i>1d4+1 fire damage, +1 missile/two level above 1st (max 5).</i>
<i>Nystul's Magic Aura</i>	<i>Alters object's magic aura.</i>
<i>Tasha's Hideous Laughter</i>	<i>Subject loses action for 1 round/level.</i>

Level 2

<i>Elation</i>	<i>All allies within an 80' radius spread gain +2 morale bonus to str and dex and +5 move (1rnd/lvl)</i>
<i>Heat Metal</i>	<i>Makes metal so hot it damages those who touch it.</i>
<i>Invisibility</i>	<i>Subject is invisible for 10 minutes/level or until it attacks..</i>
<i>Lyle's force armor</i>	<i>+6 deflection bonus to AC, lasts 1d6 per level (max 10d6).</i>
<i>Pyrotechnics</i>	<i>Turns fire into blinding light or choking smoke.</i>

Level 3

<i>Allegro</i>	<i>All creatures within 10' radius burst of caster gain +30' enhancement bonus to speed (upto double) (1min/lvl)</i>
<i>Fire Bolt</i>	<i>Fire deals 1d6 damage per level (max 10d6), reflex vs half, sr applies.</i>
<i>Good Hope</i>	<i>Subjects gain +2 on attack rolls, damage rolls, saving throws, and checks.</i>
<i>Remove Curse</i>	<i>Frees object or person from curse.</i>

Level 4

<i>Fugue of Ivash-Prull</i>	<i>30' radius, -2 attack/check, perform+2: (0-15: 3d6 nonlethal damage, 16-20 3d6 sonic damage, 21-25 shaken for 1 rnd, deafened for 1 round, or knocked down, 26-30 nauseated for 1 rnd, blinded for 1 rnd or frightened for 1 rnd, 31-35 stunned for 1 rnd, 36-40 1d6 ability damage from random score, 41-45 attacks the nearest target) (concentration, upto 1 rnd/level)</i>
<i>Lyle's Improved Fire Missiles</i>	<i>Like magic missile, dealing 1d4+5 fire damage per arrow (max 8 missiles).</i>
<i>Neutralize Poison</i>	<i>Immunizes subject against poison, detoxifies venom in or on subject.</i>

Level 5

<i>Firebrand</i>	<i>Level (max 15) columns of 5x5' deal 1d6 damage per level (max 15d6), range 100'+10' per level, reflex vs half, SR applies.</i>
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Item List

1χ	<i>Ring of Warmth</i>
1χ	<i>Light crossbow +1 (flaming) (frost)</i>
1χ	<i>Bracelet of friends</i>
1χ	<i>Nolzur's marvelous pigments</i>
1χ	<i>Cloak of resistance +2</i>
1χ	<i>Winged boots (fly upto 2 hrs/day)</i>
1χ	<i>Hand of the mage (magehand at will)</i>
1χ	<i>Ring of protection +1</i>
1χ	<i>Eyes of the hawk (spot+10)</i>
1χ	<i>Ears of the wolf (listen+10)</i>
1χ	<i>Gloves of dexterity +2</i>
1χ	<i>Hat of disguise (change self at will)</i>
1χ	<i>HeWARD's Handy Haversack</i>
1χ	<i>Ring of sustenance</i>
1χ	<i>Mithral shirt +1</i>
1χ	<i>Whip+1</i>
1χ	<i>Magical inkjar</i>
1χ	<i>Folding boat ("sea voyage", "river crossing", "overland journey")</i>
1χ	<i>Tiny platinum violin bow (250 gp)</i>
1χ	<i>Silver dagger (masterwork)</i>
1χ	<i>Dagger (masterwork)</i>
1χ	<i>Fake spellbook</i>
96χ	<i>Bolts (masterwork)</i>
1χ	<i>Waterskin</i>
1χ	<i>Bedroll</i>
1χ	<i>Winter blanket</i>
1χ	<i>Rope 50'</i>
1χ	<i>Signal whistle</i>
1χ	<i>Signet ring</i>
5χ	<i>Soap</i>
1χ	<i>Spyglass</i>
1χ	<i>Lute (masterwork)</i>
1χ	<i>Mandolin (masterwork)</i>
1χ	<i>Tent</i>
2χ	<i>Entertainer's outfit</i>
2χ	<i>Set of clothes</i>
?χ	<i>Books about fire magic</i>
1χ	<i>IOU Phae (3200 gp)</i>

Finances: 603.5 gp

Character Story

I realised quite early that I was not cut out to follow in my parent's footsteps. I remember my mother once telling me that I had the gullability and conscience of a human, and as such I would never amount to anything. I guess she was right. Whenever I tried to place my hands in pockets other than my own I felt this strange feeling of remorse.

Then when strange things started to happen around me around age 9, I was quickly being shunned by my former friends, and later even my family. They said it was unnatural that things started to move out of their own accord, music and voices were heard, and similar strange things, whenever I was near. Hence I was cast out of the village at age 14 with only a haversack (a gift from my uncle Herward) filled with food and drinks from my mother, and my trusted dog Donk.

I probably wouldn't have lived long if I hadn't been saved from a pack of wolves by a human bard named Giacomo. He not only taught me how to control these inner magical powers, but also an honest way of making a living. It pained me deeply when he told me at age 24 that there was no more he could teach me, and that it was time for me to venture out on my own. And so I travel the lands, searching for adventure and stories to tell to the people, spreading a bit of the joy and hope to the inhabitants of Darkon. My most important goal: to find some way to make my parents proud of me, so that I may return to my home town some day. I would do just about anything to make that day come true.

Appearance:

I am a typical halfling, standing just 3' tall, nimble, with a nice long topknot. People generally find me both handsome (well, I guess 'cute' is the better word) and charming. On the road, I dress in practical dark green, and wear my hunter's hat (hat of disguise). Getting closer to civilization I dress more appropriate for my work, in colourful outfits and a flamboyant hat (hat of disguise again). I have brown eyes and hair, smooth skin, and contrary to most halflings I actually wear (winged) boots.

Family and love: see story.

Regrets:

Sometimes, at night, I can still see the faces of my friends and family, as my strange powers came to light. In my nightmares I lose control over my powers, slaying friends and foes alike.

Aversion:

I guess it's this 'conscience' I seem to be stuck with, but I cannot stand injustice. To see a man (or woman) being treated badly just makes my blood boil.

Fascination:

I just can't sit still! I need to travel around to find stories to sing about. To be locked up in one town for too long (without a good adventure that is) makes me bored very quickly.

Habits:

I just can't resist a good party! Luckily the party often forms around me (or I get invited to it). If there's a party near, there's a good chance you'll find me there, playing merrily along. When lost in thoughts, I have a tendency of playing with my hair.

Secrets:

With many people being afraid of my type of magic, I often hide behind the shroud of wizardry. I fear the reaction of many humans to my magic will be the same of that of my family.

I am passionate, without faith, very self-confident (except towards my family and in my nightmares). I live for a sight, I'd die for a kiss, I lust for a laugh, haha! I never walk when I can leap! I never flee when I can fight, I swoon for the beauty of a rose, yet my heart belongs to no one (yet).