

<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>	<i>2</i>	<i>=</i>	<i>2</i>	<i>0</i>	<i>Knowledge (Arcana)</i>	<i>INT</i>	<i>14</i>	<i>=</i>	<i>2</i>	<i>12</i>	<i>0</i>
<i>Balance</i>	<i>DEX</i>	<i>5-1</i>	<i>=</i>	<i>3</i>	<i>2-1</i>	<i>Knowledge (Nature)</i>	<i>INT</i>	<i>10</i>	<i>=</i>	<i>2</i>	<i>8</i>	<i>0</i>
<i>Bluff</i>	<i>CHA</i>	<i>10</i>	<i>=</i>	<i>3</i>	<i>7</i>	<i>Knowledge (History)</i>	<i>INT</i>	<i>10</i>	<i>=</i>	<i>2</i>	<i>8</i>	<i>0</i>
<i>Climb</i>	<i>STR</i>	<i>1-1</i>	<i>=</i>	<i>1</i>	<i>0-1</i>	<i>Listen</i>	<i>WIS</i>	<i>11</i>	<i>=</i>	<i>1</i>	<i>8</i>	<i>2</i>
<i>Craft (untrained)</i>	<i>CON</i>	<i>0</i>	<i>=</i>	<i>0</i>	<i>0</i>	<i>Move Silently</i>	<i>DEX</i>	<i>3-1</i>	<i>=</i>	<i>3</i>		<i>0-1</i>
<i>Concentration</i>	<i>INT</i>	<i>15</i>	<i>=</i>	<i>2</i>	<i>12</i>	<i>Perform (Sing)</i>	<i>CHA</i>	<i>18</i>	<i>=</i>	<i>3</i>	<i>12</i>	<i>3</i>
<i>Decipher Script</i>	<i>INT</i>	<i>2</i>	<i>=</i>	<i>2</i>	<i>0</i>	<i>Perform (Strings)</i>	<i>CHA</i>	<i>10</i>	<i>=</i>	<i>3</i>	<i>7</i>	<i>0</i>
<i>Diplomacy</i>	<i>CHA</i>	<i>5</i>	<i>=</i>	<i>3</i>	<i>2</i>	<i>Ride</i>	<i>DEX</i>	<i>3</i>	<i>=</i>	<i>3</i>		<i>0</i>
<i>Disguise</i>	<i>CHA</i>	<i>5</i>	<i>=</i>	<i>3</i>	<i>2</i>	<i>Search</i>	<i>INT</i>	<i>4</i>	<i>=</i>	<i>2</i>		<i>2</i>
<i>Escape Artist</i>	<i>DEX</i>	<i>3-1</i>	<i>=</i>	<i>3</i>	<i>0-1</i>	<i>Sense Motive</i>	<i>WIS</i>	<i>1</i>	<i>=</i>	<i>1</i>		<i>0</i>
<i>Forgery</i>	<i>INT</i>	<i>2</i>	<i>=</i>	<i>2</i>	<i>0</i>	<i>Spot</i>	<i>WIS</i>	<i>3</i>	<i>=</i>	<i>1</i>		<i>2</i>
<i>Gather Information</i>	<i>CHA</i>	<i>3</i>	<i>=</i>	<i>3</i>	<i>0</i>	<i>Survival</i>	<i>WIS</i>	<i>1</i>	<i>=</i>	<i>1</i>		<i>0</i>
<i>Heal</i>	<i>WIS</i>	<i>1</i>	<i>=</i>	<i>1</i>	<i>0</i>	<i>Swim</i>	<i>STR</i>	<i>1</i>	<i>=</i>	<i>1</i>		<i>0</i>
<i>Hide</i>	<i>DEX</i>	<i>3-1</i>	<i>=</i>	<i>3</i>	<i>0-1</i>	<i>Tumble</i>	<i>DEX</i>	<i>13-1</i>	<i>=</i>	<i>3</i>	<i>10</i>	<i>0-1</i>
<i>Intimidate</i>	<i>CHA</i>	<i>5</i>	<i>=</i>	<i>3</i>	<i>2</i>	<i>Use Magic Device</i>	<i>CHA</i>	<i>15</i>	<i>=</i>	<i>3</i>	<i>12</i>	<i>0</i>
<i>Jump</i>	<i>STR</i>	<i>3-1</i>	<i>=</i>	<i>1</i>	<i>2-1</i>	<i>Use Rope</i>	<i>DEX</i>	<i>3</i>	<i>=</i>	<i>3</i>		<i>0</i>

Feats and Abilities

<i>Saving Throw Racial Bonus</i>	+2 vs enchantment spells or effects	<i>Arcane Strike</i>	As a free action, sacrifice a spell for +1 on attack and +1d4 damage per level of the spell.
<i>Secret Door Detection</i>	merely passing within 5 feet of a secret or concealed door allows for a search check as if actively looking for it	<i>Ancestral Relic</i>	Create personal magic item.
<i>Bardic Knowledge</i>	+13	<i>Extra Music</i>	Gain 4 extra uses of bardic music per day
<i>Bardic Music</i>	9+4 times per day	<i>Skill Focus</i>	music (singing) +3
<i>Countersong (SU)</i>	Up to 10 rounds, perform save i.s.o. normal saving throw for all within 30' of the bard		
<i>Fascinate</i>	Can fascinate up to 3 creatures for up to 9 rounds		
<i>Inspire Competence (SU)</i>	+2 to skill checks for up to 2 minutes		
<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	3	4	4	3		
Spells Known	6	4	4	3		

Level 0

<i>Detect Magic</i>	<i>Detects spells and magic items within 60'.</i>
<i>Ghost Sound</i>	<i>Figment sounds.</i>
<i>Mending</i>	<i>Make minor repairs on an object.</i>
<i>Prestidigitation</i>	<i>Perform minor tricks.</i>
<i>Summon Instrument</i>	<i>Summon an instrument.</i>
<i>Read Magic</i>	<i>Read scrolls and spellbooks.</i>

Level 1

<i>Balagarn's Iron Horn (MoF p79)</i>	<i>A Cone of 25'+5'/2 levels of intense vibrations trip those in the area. Make a trip check for each target as if the attacker had a Strength of 20.</i>
<i>Comprehend Languages</i>	<i>You understand all spoken and written languages.</i>
<i>Distort Speech (CAv p145)</i>	<i>The target creature's voice becomes warped for 1 rnd/lvl (FortN(eg)), which results in a 50% chance that spells with Verbal components and magic items activated by command words will fail.</i>
<i>Lyle's Sonic Missile</i>	<i>1d4+1 sonic damage, +1 missile/two level above 1st (max 5).</i>

Level 2

<i>Glitterdust</i>	<i>Blinds creatures, outlines invisible creatures.</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>Whirling Blade (CArc p129)</i>	<i>The caster throws the focus melee slashing weapon and attacks creatures in a 60' Line. The caster makes a single melee attack at each target, though the caster may use his/her Primary Casting Attribute in place of his/her Strength modifier as the bonus on the attack roll and the damage roll. Any feats, etc., apply normally. Once all creatures in the line has been attacked, the focus weapon returns immediately to the caster's hand.</i>

Level 3

<i>Sonic Bolt</i>	<i>Sonic deals 1d6 damage per level (max 10d6), reflex vs half, sr applies.</i>
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Item List

1x	<i>Longsword +1 (spellstoring) (Ancient Relic)</i>
1x	<i>Mithral breastplate +1</i>
1x	<i>Ring of featherfall</i>
1x	<i>Ring of protection +1</i>
1x	<i>Wand of cure light wounds (12 charges left)</i>
1x	<i>Wand of dispel magic (41 charges left)</i>
1x	<i>Wand of Soberness (47 charges left)</i>
1x	<i>Scroll of spectral hand, vamperic touch, greater magic weapon</i>
1x	<i>Wand of Bull's Strength (50 charges left)</i>
1x	<i>Wand of Mirror Image (50 charges left)</i>
1x	<i>Longbow +1 (distance)</i>
1x	<i>Necklace of Fireballs (1x 9d6, 2x 7d6, 2x 5d6, 2x 3d6)</i>
1x	<i>Golembane scarab</i>
20x	<i>Arrow</i>
1x	<i>Belt pouch</i>
1x	<i>Backpack</i>
1x	<i>Winterblanket</i>
1x	<i>Scrollcase</i>
1x	<i>Dagger (masterwork)</i>
1x	<i>Leather armor (masterwork)</i>
1x	<i>Ink in vial</i>
1x	<i>Musical instrument (mandolin)</i>
1x	<i>Musical instrument (pan pipes)</i>
1x	<i>Explorer outfit</i>
1x	<i>Pen (ink)</i>
1x	<i>Pouch with spell components</i>
1x	<i>Rope (50', silk)</i>
1x	<i>Composite shortbow (masterwork)</i>
1x	<i>Waterskin</i>
1x	<i>Whetstone</i>

Finances: 28.27 gp + 2 quarts gems (15 gp each)