

# Character Sheet of Solomon, the Omnipotent

Proud Member of the Brotherhood of the Heart

<i>Bard 7 / Heartfire Fanner 3 / Seeker of the Song 2</i>	<i>Human</i>	<i>M</i>	<i>5'9"</i>	<i>154 lbs</i>	
CLASS	RACE	SIZE	HEIGHT	WEIGHT	
<i>12</i>	<i>47</i>	<i>Male</i>	<i>Green</i>	<i>Black (greying) with long beard</i>	<i>CN</i>
LEVEL	AGE	GENDER	EYES	HAIR	ALIGN

Speaks: Common, Elvish, Gnomish, Dwarvish, Undercommon

Ability Score Modifier

<i>STR</i> Strength	<i>12</i>	<i>+1</i>
<i>DEX</i> Dexterity	<i>22</i>	<i>+6</i>
<i>CON</i> Constitution	<i>18</i>	<i>+4</i>
<i>INT</i> Intelligence	<i>18</i>	<i>+4</i>
<i>WIS</i> Wisdom	<i>10</i>	<i>+0</i>
<i>CHA</i> Charisma	<i>13</i>	<i>+1</i>

<i>HP</i> Hitpoints	<i>93</i>	Wounds / Current Hitpoints				Subdual Damage			
<i>AC</i> Armor Class	<i>29</i> Total	<i>23</i> Flat	<i>21</i> Touch	=	<i>10</i> Base	<i>7</i> Armor	<i>6</i> Ability	<i>0</i> Size	<i>4+2</i> Misc
<i>Initiative</i> Modifier	<i>+10</i> Total	=	<i>+6</i> Dex	<i>+4</i> Misc					
<i>Fortitude</i> Constitution	<i>+9</i> Total	=	<i>+3</i> Base	<i>+4</i> Ability	<i>+2</i> Magic	<i>+0</i> Epic	<i>+0</i> Misc		
<i>Reflex</i> Dexterity	<i>+16</i> Total	=	<i>+8</i> Base	<i>+6</i> Ability	<i>+2</i> Magic	<i>+0</i> Epic	<i>+0</i> Misc		
<i>Willpower</i> Wisdom	<i>+13</i> Total	=	<i>+11</i> Base	<i>+0</i> Ability	<i>+2</i> Magic	<i>+0</i> Epic	<i>+0</i> Misc		

<i>Melee</i> Attack Bonus	<i>+9/+4</i> Total	=	<i>+8/+3</i> Base	<i>+1</i> Stat	<i>0</i> Size	<i>0</i> Epic	<i>0</i> Misc		
<i>Ranged</i> Attack Bonus	<i>+14/+9</i> Total	=	<i>+8/+3</i> Base	<i>+6</i> Stat	<i>0</i> Size	<i>0</i> Epic	<i>0</i> Misc		
<i>Grapple</i> Attack Bonus	<i>+9/+4</i> Total	=	<i>+8/+3</i> Base	<i>+1</i> Stat	<i>0</i> Size	<i>0</i> Epic	<i>0</i> Misc		
<i>Unarmed</i> Attack Bonus	<i>+9/+4</i> Total	=	<i>+8/+3</i> Base	<i>+1</i> Stat	<i>0</i> Size	<i>0</i> Epic	<i>0</i> Misc	<i>Damage</i>	<i>Critical</i>
								<i>1d2+1</i>	<i>20/x2</i>

<i>Shocking Longsword</i> (songblade) +1	<i>+10/+5</i> Attack	<i>1d8+2</i> Damage	<i>1d6</i> Electricity damage	<i>19-20(x2)</i> Critical	<i>slashing</i> Damttype
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Skill name	Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier	Skill name	Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier		
Appraise	INT	4	=	4	0	Knowledge (History)	INT	20	=	4	15	1	
Balance	DEX	6	=	6	0	Knowledge (Local)	INT	19	=	4	15	0	
Bluff	CHA	1	=	1	0	Knowledge (Nature)	INT	14	=	4	10	0	
Climb	STR	1	=	1	0	Knowledge (Nobility & Royalty)	INT	14	=	4	10	0	
Concentration	INT	4	=	4	0	Knowledge (Religion)	INT	14	=	4	10	0	
Decipher Script	INT	4	=	4	0	Knowledge (Planes)	INT	19	=	4	15	0	
Diplomacy	CHA	8	=	1	3	4	Listen	WIS	0	=	0	0	
Disguise	CHA	1	=	1	0	0	Move Silently	DEX	12	=	6	6	0
Escape Artist	DEX	6	=	6	0	0	Perform (Sing)	CHA	19	=	1	15	3
Forgery	INT	4	=	4	0	0	Ride	DEX	6	=	6	0	
Gather Information	CHA	3	=	1	2	2	Search	INT	6	=	4	2	
Heal	WIS	0	=	0	0	0	Sense Motive	WIS	2	=	0	2	
Hide	DEX	12	=	6	6	0	Spellcraft	INT	20	=	4	14	2
Intimidate	CHA	1	=	1	0	0	Spot	WIS	0	=	0	0	
Jump	STR	1	=	1	0	0	Survival	WIS	2	=	0	2	
Knowledge (Arcana)	INT	20	=	4	15	1	Swim	STR	1	=	1	0	
Knowledge (Architecture & Engineering)	INT	14	=	4	10	0	Tumble	DEX	6	=	6	0	
Knowledge (Dungeoneering)	INT	14	=	4	10	0	Use Magic Device	CHA	19	=	1	15	3
Knowledge (Geography)	INT	14	=	2	12	0	Use Rope	DEX	6	=	6	0	

## Feats and Abilities

<i>Bardic Knowledge</i>	+13	<i>Bolster Courage</i> Dr 314, HFF	Give 1 ally already under the influence of inspire courage another +2/+2. Does not take a bardic music.
<i>Bardic Music</i>	12 times per day	<i>Rapture of the song</i> CA, SotS	+2 insight bonus to AC while using bardic music
<i>Countersong (SU)</i>	Up to 10 rounds, perform save i.s.o. normal saving throw for all within 30' of the bard	<i>Combine Songs</i> CA, SotS	Start two bardic music effects as one standard action.
<i>Fascinate</i>	Can fascinate up to 4 creatures for up to 12 rounds	<i>Burning Melody</i> CA, SotS	Allies that can hear gain resistance fire 15. Refrain: 30' cone of fire dealing 6d6 damage, reflex DC 10+perform ranks vs half
<i>Inspire Competence (SU)</i>	+3 to skill checks for up to 2 minutes	<i>Song of Unmaking</i> CA, SotS	Deal 1d8/seeker level damage to constructs in a 30' burst from the seeker (no save). Use a perform check vs spell resistance.
<i>Inspire Courage (SU)</i>	+3 to saving throws vs fear/charm, +3 on attack and damage rolls	<i>Song of the Heart</i> Eb	Bardic music abilities +1.
<i>Inspire Greatness</i>	2 allies gain +3 HD (3d10+3*con bonus), +3 on attack and +2 on fortitude saves	<i>Skill Focus</i>	music (singing) +3
<i>Suggestion</i>	Will DC17, as spell	<i>Subsonics</i> CAadv	Your music can affect even those who do not consciously hear it.
<i>Inspired Fight</i> Dr 314, HFF	Give 4 allies 2 feats from your list or the fighter's feat list.	<i>Improved Initiative</i>	Initiative +4
<i>Magic Flare</i> Dr 314, HFF	Give 1 spellcaster 3 rounds to cast a spell with a +1 metamagic feat without the usual penalties.	<i>Negotiator</i>	+2 bonus on diplomacy and sense motive checks.
		<i>Education</i> Eb	All knowledge skills are class skills. 2 Knowledge skills get a +1 bonus.

	0 <sup>th</sup>	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
Spells/day	3	4	3	2		
Spells Known	6	4	4	4		

### 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>Inspirational Boost (swift) (CAAdv p138)</i>	<i>Inspire courage bardic music ability at +1.</i>
<i>Scholar's Touch (RoD p167)</i>	<i>Can read 10 (non-spell) books in 10 rounds.</i>

### Level 2

<i>Elation (BoED p98)</i>	<i>Allies in a 80' spread from the caster gain +2 moral bonus to STR and DEX, and +5' movement.</i>
<i>Remove Silence</i>	<i>Cancels silence spell.</i>
<i>Tactical Precision (CAAdv p157)</i>	<i>Upto 12 creatures in a 30' area gain +2 insight attack bonus and 1d6 'sneak' damage when flanking.</i>
<i>Tongues</i>	<i>Speak and understand any language.</i>

### Level 3

<i>Harmonize (RoS p162)</i>	<i>Caster may start a bardic music ability as a move equivalent action.</i>
<i>Haste</i>	<i>1 subject/level gains +1 to attack, +1 dodge AC bonus, 30' speed enhancement (upto double), extra attack at best attack bonus when making a full round action.</i>
<i>Remove Curse</i>	<i>Remove all curses from target person or object.</i>
<i>See Invisibility</i>	<i>Caster can see invisible objects and creatures.</i>

## Item List

1χ	<i>Longsword +1 shocking songblade (+2 to perform checks, 1 extra bardic music/day)</i>	18315 gp
1χ	<i>Mithral Shirt+3</i>	10100 gp
1χ	<i>Gloves of dexterity +4</i>	16000 gp
1χ	<i>Amulet of health +2</i>	4000 gp
1χ	<i>Cloak of resistance+2</i>	4000 gp
1χ	<i>Ring of force shield (free action, +2 AC)</i>	8500 gp
1χ	<i>Battle rattle (+1 on inspire courage)</i>	3000 gp
1χ	<i>Headband of magical insight (+3 on use magic device)</i>	900 gp
1χ	<i>Wand of magic missile (9<sup>th</sup> level, 20 charges left)</i>	1350 gp
1χ	<i>Wand of bull's strength (10 charges left)</i>	450 gp
1χ	<i>Wand of invisibility (25 charges left)</i>	2250 gp
1χ	<i>Wand of keen edge (10 charges left)</i>	1125 gp
1χ	<i>Wand of greater invisibility (10 charges left)</i>	2100 gp
1χ	<i>Wand of cure serious wounds (25 charges left)</i>	5625 gp
1χ	<i>Wand of enlarge person (50 charges left)</i>	750 gp
1χ	<i>Wand of reduce person (50 charges left)</i>	750 gp
1χ	<i>Hand of the Mage (mage hand at will)</i>	900 gp
1χ	<i>Bracers of Performance (prestidigitation at will)</i>	900 gp
1χ	<i>Lenses of the Arcane (detect magic at will)</i>	900 gp
1χ	<i>Broche of Protection (continuous mage armor)</i>	2000 gp
1χ	<i>Handy Haversack</i>	2000 gp
1χ	<i>Spyglass</i>	1000 gp
1χ	<i>Belt pouch with spell components</i>	
1χ	<i>Winterblanket</i>	
1χ	<i>Scrollcase</i>	
1χ	<i>Dagger</i>	
1χ	<i>Ink in vial</i>	
1χ	<i>Pen (ink)</i>	
2χ	<i>Explorer outfit</i>	
2χ	<i>Performer's outfit</i>	
1χ	<i>Rope (50', silk)</i>	
1χ	<i>Waterskin</i>	
1χ	<i>Whetstone</i>	

*Finances: 850 gp*