

Poppa Lagergut

Gnome, Bard 8th / Sublime Chord 1st (Chaotic Good)
Str 8, Dex 14, Con 14, Int 12, Wis 14, Cha 18

Hit Points (hp)	51	Initiative	+2	Grapple	+1	Damage Reduction	
		Speed (Foot)	20 ft.	Spell Fail	0%	Spell Resistance	0

Attacks	Weapon	Attacks	Damage	Critical	Description
Ranged	Sniper+1	+10/+5	1d6+1d6 Acid or Fire	19-20 (x2)	Desc: +1 Keen Slingshot
One-Handed	Torch+1	+7/+2	1d6+1d6 Fire	20 (x2)	Desc: +1 Flaming light mace

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	21	16 / 18	Mithral Shirt / None		+4	+10	+10

Skills	Abilities
Appraise 1	== Racial Traits: Gnome == Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks Low Light Vision +2 Save vs Illusions +1 DC for saves against Gnomish Illusions +1 Attack vs Goblinoid & Kobolds +4 Dodge vs Giants +2 Listen/Craft - Alchemy Checks 1x per Day: Speak with Animals (burrowing mammals only) 1x per Day: DC14: Dancing Lights, Ghost Snd, Prestidigitation
Balance 2	== Class Features: Bard 8th == Bardic Knowledge: 1d20+10 Bardic Music 9x / Day: < OOOOOOOO > • Countersong: Counter magical effects that depend on sound • Fascinate up to 3 creatures, max. 9 rounds • Inspire Courage: +2 on attacks & weapon damage • Inspire Courage: +2 on saves vs Charm & Fear effects • Inspire Competence: Ally gets +2 on skill check (max. 2 min) • Suggestion DC 18
Bluff 15	== Class Features: Sublime Chord 1st ==
Climb -1	== Conditional Skill Bonuses == +2 on Disguise to act in character (Bluff)
Concentration 5	== CHARACTER STATUS == No errors detected
Decipher Script -	
Diplomacy 15	
Disable Device -	
Disguise 4+2	
Escape Artist 2	
Forgery 1	
Gather Information 13	
Handle Animal -	
Heal 2	
Hide 10	
Intimidate 6	
Jump -7	
Listen 15	
Move Silently 2	
Open Lock -	
Ride 2	
Search 1	
Sense Motive 10	
Sleight of Hand 10	
Speak Language 3	
Spellcraft -	
Spot 2	
Survival 2	
Swim -1	
Tumble -	
Use Magic Device 10	
Use Rope 2	
Perform - Sing 20	
Knowledge - Local 5	



Languages Common, Gnome, Halfling
Money 100 gp sp

Feats
Dodge +1 dodge bonus to AC against selected target
Endurance +4 bonus on checks or saves to resist nonlethal damage
Lightning Reflexes +2 bonus on Reflex saves
Skill Focus: Perform - Sing +3 bonus on checks with skill: Perform - Sing

Equipment
Torch, , , , , , , , , ,
Magic Items Amulet of Natural Armor +1, Ring of Protection +2
Wand of Ice Storm (DC 15, 4d6, 12 charges) Brooch of Shielding (17 hp)

SPELL PLANNER for
Bard

EFFECTIVE LEVEL	9	=	8	1
	Total		Base	Adj.

Spells per Day:	3	4	4	2						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:	6	4	4	3						
Difficulty Class:	14	15	16	17						

LEGEND	Poppa Lagergut
*: See text, crt : Creature, chk : check, conc : Concentration, dis : Discharged, disb : Disbelief, (D) : dismissible, HD : Hit Die, HP : Hit Points, hr : Hour, max : Maximum, min : Minute, neg : Negate, obj : Object, part : Partial, rad : Radius, rd : Round, (S) : shapeable, temp : Temporary, vs : Versus, wpn : Weapon	

Range	Close: 45'
	Medium: 190'
	Long: 760'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.	
		LEVEL 5:											
	4	Break Enchantment	A	VS	1 min	Close	9 creatures within 30'	Instant	see text	No	Free subject from enchantments, alterations, curses, & petrification	p.207	
		LEVEL 4:											
		Stoneskin	A	VSM	1 action	Touch	Creature touched	90 min/Dis	Will neg [DC14]	Yes	Stops blows, cuts, stabs, and slashes	p.285	
	4	Invisibility, Greater	I	VS	1 action	Touch	You or creature touched.	9 rd (D)	Will neg [DC18]		As invisibility, but subject can attack and stay invisible	p.245	
		LEVEL 3:											
	□□	3	Dispel Magic	A	VS	1 action	Medium	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+9	p.223	
	□□	3	Leo's Tiny Hut	EV	VSM	1 action	20 ft.	18 hr (D)	None	No	Creates shelter for 10 creatures	p.247	
	□□	3	Major Image	I	VSF	1 action	Long	Conc. +3 rd	Will disb [DC17]	No	As silent image, plus sound, smell and thermal effects	p.252	
		LEVEL 2:											
	□□□□	2	Cure Moderate Wounds	C	VS	1 action	Touch	Instant	see text	Yes	Cures 2d8+9 damage	p.216	
	□□□□	2	Invisibility	I	VSM/DF	1 action	Touch	9 min (D)	Will neg [DC16]	Yes	Subject is invisible for until it attacks	p.245	
	□□□□	2	Tongues	D	VM/DF	1 action	Touch	90 min	Will neg [DC16]	No	Speak any language	p.294	
	□□□□	2	Silence	I	VS	1 action	Long	9 min (D)	see text)	*	Negates sound in 20-ft. radius	p.279	
		LEVEL 1:											
	□□□□	1	Cure Light Wounds	C	VS	1 action	Touch	Instant	see text	Yes	Cures 1d8+5 damage	p.215	
	□□□□	1	Charm Person	EN	VS	1 action	Close	9 hr	Will neg [DC15]	Yes	Makes one person your friend	p.209	
		1	Feather Fall	T	V	1 free action	Close	9 falling obj/crt inside 20'	Land or 9 rd	Will neg [DC15]	Yes	Objects and/or creatures fall at 60'/round	p.229
	□□□□	1	Unseen Servant	C	VSM	1 action	Close	9 hr	None	No	Creates invisible force that obeys your commands	p.297	
		BARD - CANTRIPS:											
	□□□	0	Detect Magic	D	VS	1 action	60 ft.	9 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219	
	□□□	0	Know Direction	D	VS	1 action	Personal	Instant		No	You discern north	p.246	
	□□□	0	Light	EV	VM/DF	1 action	Touch	90 min (D)	None	No	Object shines like a torch	p.248	
	□□□	0	Open/Close	T	VSF	1 action	Close	Instant	Will neg [DC14]	Yes	Opens or closes small or light things	p.258	
	□□□	0	Dancing Lights	EV	VS	1 action	Medium	1 min (D)	None	No	Creates torches or other lights	p.216	
	□□□	0	Mage Hand	T	VS	1 action	Close	Conc.	None	No	5-pound telekinesis	p.249	