

Queen Trelara O'Keef

Wild Elf, Bard 8th / Ranger 8th (Chaotic Good)
Str 10, Dex 18, Con 14, Int 12, Wis 16, Cha 20

Hit Points (hp) **98** Initiative **+8** Grapple **+14** Damage Reduction
Speed (Foot) **30 ft.** Spell Fail **0%** Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
One-Handed	Short Sword+2	+20/+15/+10	1d6+2	19-20 (x2)	Desc: Popular off-hand weapon
Ranged	Shortbow+3	+19/+19/+14/+9	1d6+3	20 (x3)	Desc: Two-hand ranged weapon usable while mounted. Cannot benefit from high strength

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	25	17 / 21	Mithral Shirt+2 / None		+12	+18	+13

Skills	Abilities
Appraise 1	== Racial Traits: Wild Elf == Low-Light Vision (Ex): Double seeing distance in low light Immune to sleep spells and effects (Ex)
Balance 4	
Bluff 11	+2 racial bonus on saves against enchantment spells and effects
Climb 10	+2 racial bonus on Will saves against spells and spell like effects +2 racial bonus on Listen, Search & Spot Checks
Concentration 21	Automatic Search check when passing within 5 ft. of hidden doors
Decipher Script 5	
Diplomacy 15	== Class Features: Bard 8th == Bardic Knowledge: 1d20+9 Bardic Music 8x / Day: < OOOOOOO >
Disable Device -	• Countersong: Counter magical effects that depend on sound
Disguise 6+2	• Fascinate up to 3 creatures, max. 8 rounds
Escape Artist 5	• Inspire Courage: +2 on attacks & weapon damage
Forgery 1	• Inspire Courage: +2 on saves vs Charm & Fear effects
Gather Information 11	• Inspire Competence: Ally gets +2 on skill check (max. 2 min)
Handle Animal 15	• Suggestion DC 19
Heal 4	== Class Features: Ranger 8th ==
Hide 8	Bonus Feats: Endurance, Track
Intimidate 7	Wild Empathy (Ex): 1d20+15
Jump 1	Combat Style (Ex): Rapid Shot
Listen 6	Improved Combat Style (Ex): Manyshot
Move Silently 5	Animal Companion (Ex)
Open Lock -	Woodland Stride (Ex): Swift Tracker (Ex)
Ride 15	Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival
Search 5	• Humanoid (goblinoid) +3 skill bonus; +3 damage bonus
Sense Motive 10	• Outsider (evil) +3 skill bonus; +3 damage bonus
Sleight of Hand 11	== Conditional Skill Bonuses ==
Speak Language 5	+2 on Disguise to act in character [Bluff]
Spellcraft 5	== CHARACTER STATUS ==
Spot 11	No errors detected
Survival 21	
Swim 1	
Tumble 5	
Use Magic Device 6	
Use Rope 4	
Perform - Sing 25	



Languages
Common, Elven, Dwarven, Goblin, Sylvan

Money
250 gp

Feats
Skill Focus: Perform - Sing +3 bonus on checks with skill: Perform - Sing
Point Blank Shot +1 bonus on ranged attack and damage within 30 ft.
Weapon Finesse Use Dex modifier instead of Str modifier on attack rolls
Rapid Shot Get one extra ranged attack per round, but at -2 on all your attacks
Track Use Survival skill to track
Endurance +4 bonus on checks or saves to resist nonlethal damage
Improved Initiative +4 bonus on Initiative checks
Far Shot Increase range increment by 50% (projectile) or 100% (thrown)
Manyshot Shoot two or more arrows simultaneously
Leadership Attract cohort and followers - Leadership score is 21

Potions: Everything Potion (10), Poison (1d8 Str or Con DC 20, 10)
Scrolls: Fireball/Lightning bolt/Cone of Cold (18d6 DC 20, 2 each)

Equipment
Short Sword, Shortbow, , , , ,
, , , , , ,

Magic Items
Ring of Protection +3, Amulet of Natural Armor +2
Cloak of Resistance +2
Bag of Unending Nourishment
Periaport of Health (+4 CON), Gloves of Dexterity (+2 Dex), Tome of Wisdom +2
Headband of the Owl (+4 WIS, Dusksight x5)

Spellpower
Bard
Ranger

SPELL PLANNER for Bard

EFFECTIVE LEVEL	8	=	8	
	Total		Base	Adj.

Spells per Day:	3	5	4	2						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:	6	4	4	3						
Difficulty Class:	15	16	17	18						

LEGEND	Queen Trellara O'Keef
*: 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) hapeable, temp : Temporary, vs : Versus, wpn : Weapon	

Range	Close: 45'
	Medium: 180'
	Long: 720'

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

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
BARD - CANTRIPS:												
	0	Dancing Lights	EV	VS	1 action	Medium		1 min (D)	None	No	Creates torches or other lights	p.216
	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	8 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
	0	Know Direction	D	VS	1 action	Personal	You	Instant		No	You discern north	p.246
	0	Lullaby	EN	VS	1 action	Medium	Creatures inside 10' rad.	Conc. +8 rd	Will neg [DC15]	Yes	Target drowsy; -5 on Spot & Listen chk, -2 on Will saves vs sleep	p.249
	0	Open/Close	T	VSF	1 action	Close	1 portal / obj max 30 lb.	Instant	Will neg [DC15]	Yes	Opens or closes small or light things	p.258
	0	Read Magic	D	VSF	1 action	Personal	You	80 min		No	Read scrolls and spellbooks	p.269
LEVEL 1:												
	1	Magic Mouth	I	VSM	1 action	Close	One creature or object	Perm./Dis	Will neg [DC16]	Yes	Speaks once when triggered	p.251
	1	Feather Fall	T	V	1 free action	Close	8 falling obj/crt inside 20'	Land or 8 rd	Will neg [DC16]	Yes	Objects and/or creatures fall at 60'/round	p.229
	1	Unseen Servant	C	VSM	1 action	Close		8 hr	None	No	Creates invisible force that obeys your commands	p.297
	1	Grease	C	VSM	1 action	Close	One object or 10' ²	8 rd (D)	see text	No	Makes 10-ft. square or one object slippery	p.237
LEVEL 2:												
	2	Heroism	EN	VS	1 action	Touch	Creature touched	80 min	Will neg [DC17]	Yes	Target gets +2 morale bonus on attacks, saves and skill chk	p.240
	2	Misdirection	I	VS	1 action	Close	One crt / obj, max 10' ³	8 hr	see text	No	Misleads divinations	p.254
	2	Eagle's Splendor	T	VSM/DF	1 action	Touch	Creature touched	8 min	Will neg (harmless) [DC17]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
	2	Whispering Wind	T	VS	1 action	1 mile/level	10' radius spread	Max 8 hr	None	No	Sends a short message	p.301
LEVEL 3:												
	3	Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+8	p.223
	3	Slow	T	VSM	1 action	Close	8 creatures inside 30'	8 rd	Will neg [DC18]	Yes	Subjects take only partial actions, -1 to AC, -1 to attack rolls and -1 to reflex	p.280
	3	Good Hope	EN	VS	1 action	Medium	8 creatures inside 30'	8 min	Will neg [DC18]	Yes	Subjects gain +2 morale on attacks, dmg, saves & checks	p.237
Ranger												
LEVEL 1:												
	3	Hide from Animals	A	SDF	1 action	Touch	8 creatures touched	80 min (D)	Will neg [DC15]	Yes	Animals can't perceive subjects	p.241
	3	Speak with Animals	D	VS	1 action	Personal	You	8 min		No	You can communicate with natural animals	p.281
LEVEL 2:												
	3	Bear's Endurance	T	VSDF	1 action	Touch	Creature touched	8 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Constitution	p.203