

Tevual Starshine Chaotic Good Elf Bard - 3

Initiative +2

Move: 30'

HP: 15

Dmg:

Sub:

Combat

Armor: Mithril Shirt, ACP 0, Spell Failure 10%

Armor Class: 16, Flat Footed: 14, Touch: 12 (*Dodge*)

Base Attack +2

Ranged: *Masterwork* Composite Longbow (14) +6, d8+2, x3, 120', piercing

Masterwork Arrows: () () () () () () () () () () x10 ()

Ranged: Dagger +4, d4+2, 10', piercing

Melee: *Masterwork* Longsword +5, d8+2, 19-20, slashing

Melee: Dagger +4, d4+2, 19-20, piercing

Fortitude Save: +1, Reflex Save +5, Will Save +3

Attributes

Str: 14 (+2)

Dex: 14 (+2)

Con: 10

Int: 10

Wis: 10

Cha: 16 (+3)

XP

6000 for next level

Skill	Ranks	Bonus	Misc.	Sunrods	() () () () ()
Climb _{STR}	0	+2		Holy Water	()
Concentration _{CON}	2	+2		Potion of <i>Sneaking</i>	()
Decipher Script _{INT}	4	+4		Scroll - <i>Cause Fear (DC 13)</i>	()
Hide _{DEX}	4	+6		Scroll - <i>Charm Person (DC 13)</i>	()
Jump _{STR}	0	+2		Scroll - <i>Hypnotism (DC 13)</i>	()
Knowledge (Arcana) _{INT}	4	+4		Scroll - <i>Magic Weapon</i>	()
Listen _{WIS}	0	0	+2	Wand - <i>Cure Light Wounds</i> d8+2	() () () () ()
Move Silently _{DEX}	4	+6		Wand - <i>Sleep (DC 12)</i>	() () () () ()
Perform _{CHA} (Chant, Harp, Melody, Storytelling, Trumpet)	6	+9	+2	Bardic Music	() () ()
Search _{INT}	0	0	+2	Cantrips	() () ()
Spot _{WIS}	0	0	+2	1 st Level Spells	() ()

Gear: Backpack, Bedroll, Belt Pouch, *Masterwork* Harp, Scroll Case, Trail Rations for two days, and Waterskin

Money: 1gp, 9sp

Race: Elf Abilities: Immune to *Sleep* spells, +2 to saves against Enchantments, Low Light Vision, +2 to Listen, Search and Spot Checks, May make Search checks for secret doors automatically.

Bard Abilities: Arcane Spell Casting, Bard's Music, Bard's Knowledge (+3)

Inspire Courage - Tevual must sing for one round, during which he can fight, then your allies gain +1 to hit and damage and +2 to saves against Charm and Fear effects. The effect lasts for as long as he sings, and then five more rounds.

Countersong - Tevual must sing or perform for this effect. You can replace your allies' saves against sound-based attacks with your Performance Check.

Fascinate - Tevual can *fascinate* a single target within 90 feet, provided they can see and hear you. They are allowed a Will Save against your Performance Check. If they fail, they will sit quietly and listen to your performance for two rounds. They are at -4 to Spot and Listen Checks while *fascinated*. Any potential threat gives them a second save and any direct threat breaks the *fascination*.

Inspire Competence - Tevual must sing or perform for this effect, and his ally must be able to see him. The ally gains a +2 competence bonus to skill checks.

Feats: Dodge *Tevual adds +1 to his AC against one opponent per round*, Mobility *Tevual has a special +4 Dodge bonus to AC against attacks of opportunity incurred when moving through threatened areas*

Languages: Common, Elven

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Tevual is an adventurous elf, happy to go among the humans and learn about their old stories and secrets. He is loyal to his friends, but not really interested in things like Law or Justice. He's very courageous and will fight if evil monsters or black magic threatens the Good People of Michevon.

Cantrips (Save DC 13)

Dancing Lights: 1 action, 130', creates illusory, torch-bright lights (page 190) for one minute.

Detect Magic: 1 Action, 60' quarter circle, reveals magic auras, lasts for up to three minutes with concentration.

Flare: 1 action, 30', a single target must make a Fortitude save or be dazzled for one minute and be at -1 for all attacks.

Mage Hand: 1 action, 30', you may move any unattended object up to five pounds fifteen feet per round as long as you concentrate on it.

Read Magic: 1 action, Personal, allows one to read magical inscriptions and the like for 30 minutes. Can detect harmful spells on a proper Spellcraft check. (page 243)

Resistance: 1 action, Touch, target gets a +1 resistance bonus to all saves for one minute.

1st level Spells (Save DC 14)

Charm Person: 1 action, 30', a single humanoid of Medium or smaller size must make a Will Save or treat Tevual as their friend for three hours. If the target is under attack by Tevual or his allies as the spell is cast, it gains a +5 to its saving throw. Any direct threat to the Charmed target by Tevual or his friends breaks the spell.

Expeditious Retreat: 1 action, personal, Tevual's foot speed increases by 30' for three minutes.

Protection from Evil: 1 action, touch, the target is warded against possession, and protected from contact from any summoned or conjured creature (save good ones), and gains a +2 deflection bonus to AC and a +2 resistance bonus to all saves for three minutes.

Spells on Scrolls (Save DC 12)

Cause Fear: 1 action, 25', one target with less than 6 HD must make a Will Save or be frightened for d4 rounds. While frightened, it suffers a -2 morale penalty to attack and damage rolls and saving throws and will attempt to flee the area.

Hypnotism: 1 action, 25', 2d4 HD worth of creatures within 30' of each other must make a Will Save or be *Hypnotized*, they will listen to your suggestions and treat you as if you were friendly for 2d4 rounds. They are at -4 to Spot and Listen Checks while *hypnotized*. Any potential threat gives them a second save and any direct threat breaks the *hypnosis*. If the targets are under attack by you or your allies as the spell is cast, they gain a +2 to their saving throws. If you chose to affect only one target, it suffers a -2 to its saving throw.

Magic Weapon: 1 action, touch, touched weapon gains a +1 enhancement bonus for one minute.