

Hammond the Rock Bard

Fozzie

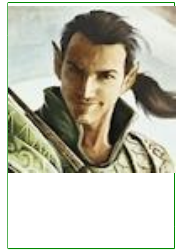
Character Name
Bard 5, Fighter 1, Assassin 3
CLASS

Player Name
Elf (High) / Humanoid
RACE

Deity
Medium / 5 ft.
SIZE / FACE

None
Region
5' 9" / 208 lbs.
HEIGHT / WEIGHT

Neutral Evil
Alignment
Low-Light
VISION



9 (9) 37511 / 45000 127 Male Green
Character Level (CR) EXP/NEXT LEVEL AGE GENDER EYES HAIR Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	18		+4		
DEX Dexterity	20	22	+6		
CON Constitution	12		+1		
INT Intelligence	15		+2		
WIS Wisdom	13		+1		
CHA Charisma	14	16	+3		

HP hit points: 54

AC armor class: 22

INITIATIVE modifier: +10

Encumbrance: Light

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 30 ft.

TOTAL: 10 + 4 + 1 + 6 + 0 + 0 + 1 + 0 + 0 + 0 + 0 + 0 + 0 + 0

TOTAL: +10 = +6 + +4

MISS CHANCE: 10

ARCANE SPELL FAILURE: +0

ARMOR CHECK PENALTY: 0

SPELL RESIST: 0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	+4	+1	+0	+0	+0	
REFLEX (dexterity)	+13	+7	+6	+0	+0	+0	
WILL (wisdom)	+6	+5	+1	+0	+0	+0	

Conditional Save Modifiers:
+2 racial saving throw bonus against enchantment spells or effects.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	+6/+1	+4	+0	+0	0	
RANGED attack bonus	+12/+7	+6/+1	+6	+0	+0	0	
GRAPPLE attack bonus	+10/+5	+6/+1	+4	+0	+0	+0	

*Mace of Anger		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+11/+6	1d8+5	2W-P-(OH)	+7/+2	1d8+5	
1H-O	+11/+6	1d8+3	2W-P-(OL)	+9/+4	1d8+5	
2H	+11/+6	1d8+7	2W-OH	+7/+2	1d8+3	

Special Properties: +5 to Intimidate, Shout 3/day

*Longsword +1 (Unholy)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+11/+6	1d8+5	2W-P-(OH)	+7/+2	1d8+5	
1H-O	+11/+6	1d8+3	2W-P-(OL)	+9/+4	1d8+5	
2H	+11/+6	1d8+7	2W-OH	+7/+2	1d8+3	

Special Properties: 1/day steal a healing spell within 30', Evil-aligned, +2d6 Unholy damage vs. good, 1 negative level bestowed to good wielder

Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	P	M	18-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+10/+5	1d6+4	2W-P-(OH)	+6/+1	1d6+4	
1H-O	+10/+5	1d6+2	2W-P-(OL)	+8/+3	1d6+4	
2H	+10/+5	1d6+4	2W-OH	+6/+1	1d6+2	

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
Chain Shirt +1	Light	+5	+4	-1	20
*Leather +2	Light	+4	+6	+0	10
*Ring of Protection +1		+1		+0	0

TOTAL SKILLPOINTS: 86		SKILLS		MAX RANKS: 12/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	3	= 2 + 1		
✓ Balance	DEX	8	= 6 + 2		
✓ Bluff	CHA	7	= 3 + 4		
✓ Climb	STR	7	= 4 + 3		
✓ Concentration	CON	4	= 1 + 3		
✓ Craft (Untrained)	INT	2	= 2		
✓ Diplomacy	CHA	6	= 3 + 1 + 2		
✓ Disguise	CHA	7	= 3 + 4		
✓ Escape Artist	DEX	7	= 6 + 1		
✓ Forgery	INT	2	= 2		
✓ Gather Information	CHA	8	= 3 + 5		
✓ Heal	WIS	1	= 1		
✓ Hide	DEX	14	= 6 + 8		
✓ Intimidate	CHA	8	= 3 + 5		
✓ Jump	STR	7	= 4 + 3		
✓ Listen	WIS	7	= 1 + 4 + 2		
✓ Move Silently	DEX	14	= 6 + 8		
Open Lock	DEX	7	= 6 + 1		
✓ Perform (Sing)	CHA	10	= 3 + 7		
✓ Perform (String Instruments)	CHA	10	= 3 + 7		
✓ Perform (Untrained)	CHA	3	= 3		
✓ Ride	DEX	9	= 6 + 3		
✓ Search	INT	8	= 2 + 4 + 2		
✓ Sense Motive	WIS	6	= 1 + 5		
Sleight of Hand	DEX	7	= 6 + 1		
Spellcraft	INT	3	= 2 + 1		
✓ Spot	WIS	7	= 1 + 4 + 2		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	5	= 4 + 1		
Tumble	DEX	7	= 6 + 1		
Use Magic Device	CHA	4	= 3 + 1		
✓ Use Rope	DEX	6	= 6		
			= + +		
			= + +		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Longbow +1 (Composite)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +13/+8	Damage: 1d8+1				
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+13/+8	+11/+6	+9/+4	+7/+2	+5/+0	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.		
TH	+3/-2	+1/-4	-1/-6	-3/-8	-5/-10	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+10/+5	1d4+4	2W-P-(OH)	+6/+1	1d4+4	
1H-O	+10/+5	1d4+2	2W-P-(OL)	+8/+3	1d4+4	
2H	+10/+5	1d4+4	2W-OH	+8/+3	1d4+2	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+12/+7	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4	

Masterwork Longbow (Composite/+4)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +13/+8	Damage: 1d8+4				
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+13/+8	+11/+6	+9/+4	+7/+2	+5/+0	
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.		
TH	+3/-2	+1/-4	-1/-6	-3/-8	-5/-10	
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	

Special Properties: STR bonus to damage

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
Headband of the Lawbinder		Equipped		1	0 / 4,000
Read Magic 3/day, +4 Bardic Knowledge					
Amulet of Fortune Prevailing		Equipped		1	0 / 0
Reroll a saving throw once a day					
Eyepatch of the Corsair		Equipped		1	0 / 0
3/day either See Invisible 1rd or Blindfight 10rds					
Mace of Anger		Equipped		1	8 / 2,312
+5 to Intimidate, Shout 3/day					
Ring of Protection +1		Equipped		1	0 / 2,000
Gloves of Dexterity +2		Equipped		1	0 / 4,000
Longsword +1 (Unholy)		Equipped		1	4 / 18,315
1/day steal a healing spell within 30', Evil-aligned, +2d6 Unholy damage vs. good, 1 negative level bestowed to good wielder					
Cloak of Charisma +2		Equipped		1	2 / 4,000
Backpack		Equipped		1	2 / 2
Horse (Light)		Equipped		1	0 / 75
63 lbs., 1 Saddlebags, 1 Saddle (Riding)					
Saddlebags		Horse (Light)		1	8 / 4
30 lbs., 10 Rations (Trail/Per Day), 1 Tent					
Rations (Trail/Per Day)		Saddlebags		10	1 (10) / 0.5 (5)
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Tent		Saddlebags		1	20 / 10
Saddle (Riding)		Horse (Light)		1	25 / 10
Arrows (20)		Equipped		1	3 / 1
Musical Instrument (Guitar)		Equipped		1	3 / 5
(Musical Instrument (Mandolin))					
Rod (Skill Bonus (Competence) (Intimidate +5)/Shout/Bard/10th)		Equipped		1	0 / 165,000
Competence bonus to selected skill of Intimidate/+5					
Bag of Holding Type I		Equipped		1	15 / 2,500
28.01 lbs., 1 Rapier, 1 Ink (1 Oz. Vial), 1 Inkpen, 11 Paper (Sheet), 1 Scroll (Fireball), 1 Thieves' Tools, 1 Chain Shirt +1					
Rapier		Bag of Holding Type I		1	2 / 20
Ink (1 Oz. Vial)		Bag of Holding Type I		1	0 / 8
Inkpen		Bag of Holding Type I		1	0 / 0.1
Wand (Scorching Ray/Wizard/7th)		Equipped		1	0 / 1,890
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Paper (Sheet)		Bag of Holding Type I		11	0 (0) / 0.4 (4.4)
Scroll (Fireball)		Bag of Holding Type I		1	0 / 375
Thieves' Tools		Bag of Holding Type I		1	1 / 30
Chain Shirt +1		Bag of Holding Type I		1	25 / 1,250
Ghost Shroud		Equipped		1	0 / 4,000
Melee affects incorporeal, Deflection bonus to armor class of +1					
Braces of Hellfire		Equipped		1	0 / 0
Spit 3d6 fire mg tch of which 1d6 is Unholy and won't heal naturally					
Longbow +1 (Composite)		Carried		1	3 / 2,400
Dagger		Carried		2	1 (2) / 2 (4)
TOTAL WEIGHT CARRIED/VALUE				60.06 lbs.	217,180.5gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Masterwork Longbow (Composite/+4)	Carried	1	3 / 800
STR bonus to damage			
Mask of Blood	Carried	1	0 / 0
Rage lasts +1 round. 2/day spit acid blood 30' 4d6			
Leather +2	Equipped	1	15 / 4,160
TOTAL WEIGHT CARRIED/VALUE		60.06 lbs.	217,180.5gp

WEIGHT ALLOWANCE			
Light 100	Medium 200	Heavy 300	
Lift over head 300	Lift off ground 600	Push / Drag 1500	

MONEY	
Bottle Cap: 3[Carried]	
727gp	
Total= 0 gp	

MAGIC	
Languages	
Common, Draconic, Elven, Orc	
Other Companions	

Special Attacks	
Death Attack	[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]
DC 12	
Sneak Attack +2d6	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Your attack deals extra damage any time your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the you flank your target. This extra damage is 2d6. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You can sneak attack only living creatures with discernible anatomies-undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.	

Special Qualities	
Bardic Knowledge	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
A bard may make a special bardic knowledge check with a bonus +7 [equal to his bard level + his Intelligence modifier] to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.	
Bardic Music	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.	
Countersong (Su)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or	

language-dependent magical attack may use the Bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the Bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Competence (Su)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the Bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the Bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Inspire Courage (Su)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Spells

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.) Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Weapon and Armor Proficiency

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane

spell failure if the spell in question has a somatic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Bonus Feats

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.

Weapon and Armor Proficiency

[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Elf Racial Traits (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

Low-Light Vision (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Poison Use (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]

+1 Save against Poison (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]

+0 save against poisons

Spells

[Wizards of the Coast - Revised (v.3.5) System Reference Document, PrestigeClasses]

Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus. When the assassin gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level. The assassin's spell list appears below. An assassin casts spells just as a bard does. Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

Uncanny Dodge (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Character retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, they still lose their Dexterity bonus to AC if immobilized.

Weapon and Armor Proficiency

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

**Reference Document,
PrestigeClasses]**

Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Feats

Extra Music

**[Wizards of the Coast -
Revised (v.3.5) System
Reference Document,
DivineAbilitiesandFeats]**

You can use your bardic music four extra times per day.

Improved Initiative

**[Wizards of the Coast -
Revised (v.3.5) System
Reference Document,
Feats]**

You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting

**[Wizards of the Coast -
Revised (v.3.5) System
Reference Document,
Feats]**

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Two-Weapon Defense

**[Wizards of the Coast -
Revised (v.3.5) System
Reference Document,
Feats]**

When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting

**[Wizards of the Coast -
Revised (v.3.5) System
Reference Document,
Feats]**

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow)

**[Wizards of the Coast -
Revised (v.3.5) System
Reference Document,
Feats]**

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Proficiencies

Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Whip

Templates

Base Race Type

Base Race Type ~ Humanoid

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	3	—	—	—	—
PER DAY	3	4	2	—	—	—	—

LEVEL 0 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Flare	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	RSRD:SpellsF-G
[V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:13, Fortitude negates]					
☐☐☐☐☐ Light	Evocation [Light]	1 standard action	50 minutes [D]	Touch	RSRD:SpellsH-L
[V, MDF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]					
☐☐☐☐☐ Lullaby	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration + 5 rounds [D]	Medium (150 ft.)	RSRD:SpellsH-L
[V, S] TARGET: Living creatures within a 10-ft.-radius burst; EFFECT: Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep. [SR:Yes; DC:13, Will negates]					
☐☐☐☐☐ Mage Hand	Transmutation	1 standard action	Concentration	Close (35 ft.)	RSRD:SpellsM-O
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]					
☐☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	RSRD:SpellsP-R
[V, S, MDF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
☐☐☐☐☐ Summon Instrument	Conjuration (Summoning)	1 round	5 minutes [D]	0 ft.	RSRD:SpellsS
[V, S] TARGET: One summoned handheld musical instrument; EFFECT: Summons one instrument of the caster's choice. [SR:No]					

LEVEL 1 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Expeditious Retreat	Transmutation	1 standard action	5 minutes [D]	Personal	RSRD:SpellsD-E
[V, S] TARGET: You; EFFECT: Your speed increases by 30 ft. [SR:No]					
☐☐☐☐☐ Identify	Divination	1 hour	Instantaneous	Touch	RSRD:SpellsH-L
[V, S, MDF] TARGET: One touched object; EFFECT: Determines properties of magic item. [SR:No]					
☐☐☐☐☐ Silent Image	Illusion (Figment)	1 standard action	Concentration	Long (600 ft.)	RSRD:SpellsS
[V, S, F] TARGET: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]; EFFECT: Creates minor illusion of your design. [SR:No; DC:14, Will disbelief (if interacted with)]					
☐☐☐☐☐ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	5 minutes	Medium (150 ft.)	RSRD:SpellsS
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: Puts 4 HD of creatures into magical slumber. [SR:Yes; DC:14, Will negates]					

LEVEL 2 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Cat's Grace	Transmutation	1 standard action	5 minutes	Touch	RSRD:SpellsC
[V, S, M] TARGET: Creature touched; EFFECT: Subject gains +4 to Dex for 5 minutes. [SR:Yes; DC:15, Will negates (harmless)]					
☐☐☐☐☐ Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 2d8+5 damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
☐☐☐☐☐ Summon Monster II	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET: One or more summoned creatures, no two of which can be more than 30 ft. apart; EFFECT: Calls extraplanar creature to fight for you. [SR:No]					

* =Domain/Specialty Spell

Assassin Spells

LEVEL	0	1	2	3	4
KNOWN	—	3	2	—	—
PER DAY	—	3	1	—	—

LEVEL 1 / Per Day:3 / Caster Level:3

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Feather Fall	Transmutation	1 free action	Until landing or 3 rounds	Close (30 ft.)	RSRD:SpellsF-G
[V] TARGET: 3 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: Objects or creatures fall slowly. [SR:Yes (object); DC:13, Will negates (harmless) or Will negates (object)]					
☐☐☐☐☐ Jump	Transmutation	1 standard action	3 minutes [D]	Touch	RSRD:SpellsH-L
[V, S, M] TARGET: Creature touched; EFFECT: Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:13, Will negates (harmless)]					
☐☐☐☐☐ True Strike	Divination	1 standard action	See text	Personal	RSRD:SpellsT-Z
[V, F] TARGET: You; EFFECT: +20 on your next attack roll. [SR:No]					

LEVEL 2 / Per Day:1 / Caster Level:3

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Invisibility	Illusion (Glamour)	1 standard action	3 minutes [D]	Personal or touch	RSRD:SpellsH-L
[V, S, MDF] TARGET: You or a creature or object weighing no more than 300 lbs; EFFECT: Subject is invisible for 3 minutes or until it attacks. [SR:Yes (harmless) or Yes (harmless, object); DC:14, Will negates (harmless) or Will negates (harmless, object)]					
☐☐☐☐☐ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (30 ft.)	RSRD:SpellsT-Z
[V, S] TARGET: One creature or object; EFFECT: Conceals alignment for 24 hours. [SR:Yes (object); DC:14, Will negates (object)]					

* =Domain/Specialty Spell

Hammond the Rock Bard

Elf (High)

RACE

127

AGE

Male

GENDER

Low-Light

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

5' 9"

HEIGHT

208 lbs.

WEIGHT

Green

EYE COLOUR

Pale

SKIN COLOUR

Blonde, Short, small sharp beard and mustache

HAIR / HAIR STYLE

Clowns

PHOBIAS

Anger Issues,

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

