

PATHFINDER®/ DUNGEONS & DRAGONS® 3.5 RPS CHARACTER SHEETS by DOROTHY

"What Are These Things?"

These things are the result of merging two of my hobbies- slash fandom and table-top gaming. Essentially, these sheets are blueprints which would allow you to pretend to be Starsky or Hutch during a game of Pathfinder or Dungeons & Dragons 3.5 (also known as "Those games with the funny dice").

Tabletop RPGs are games played in a group, as a sort of mass storytelling exercise. One player, the Game Master (GM), describes a setting, adventure, and enemies for the other players to interact with. The other players each have a character they portray (a Player Character or PC), whose strengths, weaknesses, appearance, and special abilities are all described on their character sheet. The whole group play-acts through the GM's scenario- doing their best to behave like their characters. When the PC's are in combat or using Skills, dice rolls are used to determine success. Points are added or subtracted from the roll depending on a character's particular level of ability.

Pathfinder and D&D are both set in a world which draws heavily from J.R.R. Tolkein's *Lord of the Rings* books- it is an idealized medieval fantasy setting where magic is real, dragons roam the lands, wizards live in perilous keeps, and quests must be undertaken to save the world at least once a week.

In addition to humans, there are a host of non- and half- human Races players may choose to be, each with its own advantages and disadvantages. Stalwart Dwarves, snotty tree-hugging Elves, sneaky Halflings and Gnomes, and Half-Elves and Half-Orcs are all available. Each Race tends to have its own advantages and disadvantages, as well as being culturally distinct. Starsky is a Human, giving him extra Skills; Hutch is a Half-Elf, making him flexible but weird.

Characters also have Classes, which are like learned sets of skills and abilities. Progressing in the game gives characters more levels, unlocking new abilities.

Hutch's Classes are Bard and Ranger. Bards are natural performers who provide support, use minor magic, and can disguise themselves and expertly manipulate people. Rangers are outdoorsmen with combat abilities. The Bard spells and Half-Elf abilities take up extra space, making Hutch's sheet longer.

Starsky, on the other hand, has levels in Rogue and Fighter. Rogues are highly skilled, charismatic "outlaw" types who specialize in disguise, deception, and dirty fighting. Fighters are combat specialists, which allowed me to give him the closest medieval equivalent of his automatic pistol.

The game is a lot of fun, especially if you have a few friends who are up for some bandit-catching and dragon-slaying. You won't be able to play directly from these sheets, but Pathfinder only requires one rulebook and a set of dice. It's relatively easy to learn. Pretending to be Starsky and Hutch while thwarting the forces of darkness- what could be better?

Comments may be sent to the dungeonmaster at dorothy_notgale@live.com

Davyd StarrySky

NAME	PLAYERNAME		DEITY		Chaotic Good
Rog2 Ftr1	5000	Human	Medium	5' 11"	0 lbs.
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT
3	9000	30	Male	Blue	Dark, Curly
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR
					POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD																										
STR Strength	13	+1	13	+1	13	+1	HP hit points	26		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 30 ft.										
DEX Dexterity	17	+3	17	+3	17	+3	AC armor class	17	:	14	:	13	=	10	+	3	+	1	+	3	+	0	+	0	+	0						
CON Constitution	12	+1	12	+1	12	+1		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST											

INT	12	+1	12	+1	12	+1	INITIATIVE	+3	+3	+0
WIS	10	+0	10	+0	10	+0		TOTAL	DEX MODIFIER	MISC MODIFIER
CHA	17	+3	17	+3	17	+3	BASE ATTACK	+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+3	+2	+1	+0	+0	+0		
REFLEX	+6	+3	+3	+0	+0	+0		
WILL	+0	+0	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE	+3	+2	+1	+0	+0	+0	
RANGED	+5	+2	+3	+0	+0	+0	
CMB	+3	+2	+1	+0	+0		
Offense	+3	+3	+3	+3	+3	+3	
Defense	16	16	16	16	16	16	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+1	20/x2	5 ft.

Crossbow, Repeating Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
Ammunition: Bolts (Crossbow/Repeating/5)					
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.
	+6	+5	+3	+1	-1
Dam	1d8+1	1d8	1d8	1d8	1d8
Special Properties					

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS					
	+3			1d4+1	
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
	+6	+4	+2	-1	-3
Dam	1d4+2	1d4+2	1d4+2	1d4+1	1d4+1
Special Properties					

Sword, Short	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS					
	+3			1d6+1	
Special Properties					

*: 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
*Studded Leather	Light	+3	+5	-1	15
*Shield, Light Steel	Light	+1		-1	5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	3/3
Acrobatics	DEX	7	= 3	+ 3.0	+ 1
Acrobatics (Jump)	DEX	5	= 3	+ 3.0	+ -1
Appraise	INT	1	= 1	+	+
Bluff	CHA	9	= 3	+ 3.0	+ 3
Climb	STR	5	= 1	+ 3.0	+ 1
Craft (Untrained)	INT	1	= 1	+	+
Diplomacy	CHA	3	= 3	+	+
Disguise	CHA	9	= 3	+ 3.0	+ 3
Escape Artist	DEX	1	= 3	+	+ -2
Fly	DEX	1	= 3	+	+ -2
Heal	WIS	0	= 0	+	+
Intimidate	CHA	9	= 3	+ 3.0	+ 3
Perception	WIS	6	= 0	+ 3.0	+ 3
Perception (Trapfinding)	WIS	7	= 0	+ 3.0	+ 4
Perform (Dance)	CHA	7	= 3	+ 1.0	+ 3
Perform (Untrained)	CHA	3	= 3	+	+
Ride	DEX	6	= 3	+ 2.0	+ 1
Sense Motive	WIS	6	= 0	+ 3.0	+ 3
Stealth	DEX	1	= 3	+	+ -2
Survival	WIS	0	= 0	+	+
Swim	STR	-1	= 1	+	+ -2
			=	+	+
			=	+	+

⚔ can be used untrained. ⚔ exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bolts, Repeating, Crossbow (5) [icon]	Crossbow, Repeating Light	1	1.0	1.0
Bolts, Repeating, Crossbow (5) [icon] [icon]	Pouch (Belt)	2	1.0 (2.0)	1.0 (2.0)
Crossbow, Repeating Light 1 lbs., 1 Bolts, Repeating, Crossbow (5)	Carried	1	6.0	250.0
Dagger	Carried	1	1.0	2.0
Holy Symbol (Coin) (Holy Symbol (Wooden))	Equipped	1	0.0	1.0
Horse (Heavy/Combat Trained) 0 lbs.		1	0.0	300.0
Manacles (Medium)	Carried	1	2.0	15.0
Traveler's Outfit	Equipped	1	5.0	0.0
Pouch (Belt) 2 lbs., 2 Bolts, Repeating, Crossbow (5)	Equipped	1	0.5	1.0
Shield, Light Steel	Equipped	1	6.0	9.0
Studded Leather	Equipped	1	20.0	25.0
Sword, Short	Carried	1	2.0	10.0
TOTAL WEIGHT CARRIED/VALUE			40.5	616.0 gp lbs.

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

SPECIAL ATTACKS	
Sneak Attack (Ex)	If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. 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 weapon that deals nonlethal damage, 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 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.

SPECIAL QUALITIES	
Surprise Attack (Ex)	During the surprise round, opponents are always considered flat-footed to you, even if they have acted.
Evasion (Ex)	You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.
Trapfinding (Ex)	You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

FEATS	
Deadly Aim	You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.
Exotic Weapon Proficiency (Crossbow (Repeating Light))	You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.
Point Blank Shot	You are especially accurate when making ranged attacks against close target.
Rapid Shot	You can make an additional ranged attack.
Armor Proficiency, Heavy	You are skilled at wearing heavy armor.
Armor Proficiency, Light	You are skilled at wearing light armor.
Armor Proficiency, Medium	You are skilled at wearing medium armor.
Martial Weapon Proficiency	You understand how to use your chosen martial weapon in combat.
Shield Proficiency	You are trained in how to properly use a shield.
Simple Weapon Proficiency	You are trained in the use of basic weapons.
Tower Shield Proficiency	You are trained in how to properly use a tower shield.

PROFICIENCIES	
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, 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, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common	

TEMPLATES	
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Davvyd StarrySky

HUMAN
RACE
30
AGE
Male
GENDER
VISION
Chaotic Good
ALIGNMENT
Left
DOMINANT HAND
5' 11"
HEIGHT
0 lbs.
WEIGHT
Blue
EYE COLOUR
SKIN COLOUR
Dark, Curly
HAIR
Snakes, Animals
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
Bay City
RESIDENCE
LOCATION
None
REGION

Description:

Davvyd's full, curly hair, swarthy skin, and eyes sparkling with mischief are all inherited from his gypsy forefathers- as is his favored class, that of the Rogue. He wears a necklace of coins consecrated to the roguish god of luck, Olidammara. His clothes are usually simple and nondescript, allowing him to blend into crowds, unless of course he happens to be disguised. He wears leather armor.

His weapon of choice is a repeating crossbow, allowing him to shoot repeatedly without having to reload. He also carries daggers and a short sword.

He rides a Heavy Combat-Trained Warhorse named Torino which has distinctive white markings on its' flanks.

Biography:

Davvyd was born into a roving gypsy camp, a mixed band of humans and halflings who toured the countryside, both performing for and stealing from the public. His father, the leader of the ring, was highly respected among the Rogue community. However, a local Thieves' Guild in the city they used as their base of operations commissioned an assassin to eliminate the man as part of a territorial dispute. Fearful that they would want to eliminate his heir as well, Davvyd's mother shipped him off to live with relatives in Bay City shortly thereafter.

He spent the rest of his childhood on the city's mean streets, witnessing many injustices there. He now acts as a vigilante, protecting those weaker than himself with the aid of Ken'neth of the Rabbit-Keeper, his half-elf partner.

Ken'neth of the Rabbit-Keepers

NAME		PLAYERNAME		DEITY		Neutral Good	
Brd2 Rgr1		Half-Elf		6' 1"		ALIGNMENT	
CLASS		RACE		HEIGHT		Low-light	
3		30		Blue		VISION	
Character Level		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		Blond, Long		0	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED								
STR Strength	13	+1	13	+1	13	+1	HP hit points	22					Walk 30 ft.								
DEX Dexterity	10	+0	10	+0	10	+0	AC armor class	14	14	10	10	3	1	0	0	0	0	20	-2	0	
CON Constitution	12	+1	12	+1	12	+1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE	+0	=	+0	+	+0	TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	+2									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	=	+2	+1	+0	+0	+0	
REFLEX (dexterity)	+5	=	+5	+0	+0	+0	+0	
WILL (wisdom)	+3	=	+3	+0	+0	+0	+0	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TFMP
RANGED attack bonus	+3	=	+2	+1	+0	+0	+0
CMB attack bonus	+2	=	+2	+0	+0	+0	+0
Offense	+3	=	+2	+1	+0	+0	+0
Defense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
	+3	+3	+3	+3	+3	+3	
	13	13	13	13	13	13	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+1	20/x2	5 ft.

Crossbow, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
TH	30 ft.	120 ft.	240 ft.	360 ft.	480 ft.	
	+2	+2	+0	-2	-4	
Dam	1d10	1d10	1d10	1d10	1d10	
Special Properties						

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d4+1				
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
	+2	+0	-2	-4	-6	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	
Special Properties						

*Sap		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d6+1				
Special Properties Deals nonlethal damage (pg. 145)						

*: 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
*Studded Leather	Light	+3	+5	-1	15
*Shield, Light Steel	Light	+1		-1	5

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	3/3
					RANKS	MISC MODIFIER
Acrobatics	DEX	4	=	0	+ 3.0	+ 1
Acrobatics (Jump)	DEX	1	=	0	+ 2.0	+ -1
Appraise	INT	3	=	3	+	+
Bluff	CHA	10	=	4	+ 3.0	+ 3
Climb	STR	-1	=	1	+	+ -2
Craft (Untrained)	INT	3	=	3	+	+
Diplomacy	CHA	4	=	4	+	+
Disable Device	DEX	0	=	0	+ 2.0	+ -2
Disguise	CHA	13	=	4	+ 3.0	+ 6
Escape Artist	DEX	-2	=	0	+	+ -2
Fly	DEX	-2	=	0	+	+ -2
Heal	WIS	6	=	0	+ 3.0	+ 3
Intimidate	CHA	10	=	4	+ 3.0	+ 3
Knowledge (Local)	INT	9	=	3	+ 2.0	+ 4
Knowledge (Untrained)	INT	4	=	3	+	+ 1
Perception	WIS	8	=	0	+ 3.0	+ 5
Perform (String Instruments)	CHA	9	=	4	+ 2.0	+ 3
Perform (Untrained)	CHA	4	=	4	+	+
Profession (Herbalist)	WIS	4	=	0	+ 1.0	+ 3
Ride	DEX	-2	=	0	+	+ -2
Sense Motive	WIS	4	=	0	+ 1.0	+ 3
Stealth	DEX	2	=	0	+ 1.0	+ 1
Survival	WIS	5	=	0	+ 2.0	+ 3
Survival (Follow or identify tracks)	WIS	6	=	0	+ 2.0	+ 4
Swim	STR	-1	=	1	+	+ -2
			=	+	+	
			=	+	+	

⚡ can be used untrained. ⚡ exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Bolts, Crossbow (10)	Pouch (Belt)	2	1.0 (2.0)	
Crossbow, Heavy	Carried	1	8.0	50.0
0 lbs.				
Dagger	Carried	1	1.0	2.0
Dagger	Pouch (Belt)	1	1.0	2.0
Donkey		1	0.0	8.0
4 lbs., 1 Spell Component Pouch, 1 Manacles (Medium)				
Holy Symbol (Ivory)	Equipped	1	1.0	25.0
(Holy Symbol (Silver))				
Manacles (Medium)	Donkey	1	2.0	15.0
Musical Instrument (Lute)	Carried	1	3.0	5.0
Traveler's Outfit	Equipped	1	5.0	0.0
Pouch (Belt)	Carried	1	0.5	1.0
3 lbs., 2 Bolts, Crossbow (10), 1 Dagger				
Sap	Equipped	1	2.0	1.0
Deals nonlethal damage (pg. 145)				
Shield, Light Steel	Equipped	1	6.0	9.0
Spell Component Pouch	Donkey	1	2.0	5.0
0 lbs.				
Studded Leather	Equipped	1	20.0	25.0
TOTAL WEIGHT CARRIED/VALUE			44.5 150.0 gp	lbs.

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

SPECIAL ATTACKS
Favored Enemy (Humanoid (Human)) (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against humans. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.
Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.
Fascinate (Su) You can use your performance to cause up to 1 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 15) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

SPECIAL QUALITIES
Versatile Performance (String Instruments) (Ex) You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.
Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.
Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.
Bardic Knowledge (Ex) You add +1 to all Knowledge checks any may make all Knowledge skill checks untrained.
Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 10 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.
Cantrips You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.
Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your 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 your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.
Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.
Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
Immunity To Magical Sleep (Ex) You are never subject to magic sleep effects.
Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.
Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.
Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.
Track (Ex) You gain +1 to Survival checks made to follow or identify tracks.
Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.
Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+5 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

FEATS
Combat Expertise You can increase your defense at the expense of your accuracy.
Improved Feint You are skilled at fooling your opponents in combat.
Skill Focus (Disguise) You are particularly adept at your chosen skill.
Armor Proficiency, Light You are skilled at wearing light armor.
Armor Proficiency, Medium You are skilled at wearing medium armor.
Martial Weapon Proficiency You understand how to use your chosen martial weapon in combat.
Shield Proficiency You are trained in how to properly use a shield.
Simple Weapon Proficiency You are trained in the use of basic weapons.
PROFICIENCIES
Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, 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, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer, Whip
LANGUAGES
Common, Elven
TEMPLATES

Bard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Know Direction			1 standard	Instantaneous action	Personal	V, S		Divination	PFCR: p.304
Effect: When you cast this spell, you instantly know the direction of north from your current position.					Target: You		Caster Level: 2		
 Light		None	1 standard	20 minutes action	Touch	V, MDF	No	Evocation [Light]	PFCR: p.304
Effect: This spell causes a touched object to glow like a torch.					Target: Object touched		Caster Level: 2		
 Lullaby	14	Will negates	1 standard	Concentration + 2 rounds [D] action	Medium (120 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.305
Effect: Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect.					Target: Living creatures within a 10-ft.-radius burst		Caster Level: 2		
 Message		None	1 standard	20 minutes action	Medium (120 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313
Effect: You can whisper messages and receive whispered replies.					Target: 2 creatures		Caster Level: 2		
 Read Magic			1 standard	20 minutes action	Personal	V, S, F		Divination	PFCR: p.330
Effect: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					Target: You		Caster Level: 2		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Charm Person	15	Will negates	1 standard	2 hours action	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
Effect: This charm makes a humanoid creature regard you as its trusted friend and ally.					Target: One humanoid creature		Caster Level: 2		
 Cure Light Wounds	15	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
Effect: When laying your hand upon a living creature, you channel positive energy that cures 1d8+2 points of damage.					Target: Creature touched		Caster Level: 2		
 Undetectable Alignment	15	Will negates (object)	1 standard	24 hours action	Close (30 ft.)	V, S	Yes (object)	Abjuration	PFCR: p.363
Effect: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.					Target: One creature or object		Caster Level: 2		

* =Domain/Specialty Spell

Ken'neth of the Rabbit-Keepers

RACE	Half-Elf
AGE	30
GENDER	Male
VISION	Low-light
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	6' 1"
WEIGHT	0 lbs.
EYE COLOUR	Blue
SKIN COLOUR	Fair
HAIR	Blond, Long
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	Ocean Travel
SPOKEN STYLE	
RESIDENCE	Bay City
LOCATION	
REGION	None

Description:

Ken'neth is, in many ways, the stereotypical half-elf- brought up among elves before joining human culture as a young adult, he is seen by many as a remote and aloof person, with odd habits and an unusual perspective on life. Tall, fair, and attractive, his elven heritage is impossible to miss- although the only overt nod to elven culture he still displays is a necklace bearing a crescent moon, the holy symbol of the elven god Corellon Larethian. He wears simple clothing, much of it leather, as befits a man with training as a Ranger. He carries a lute.

His weapons include a sap, which he uses to subdue enemies without killing them, as well as a heavy crossbow and daggers. He owns an elderly, sweet-natured brown donkey.

Biography:

Ken'neth was brought up among the other members of the High Elf Clan of the Rabbit-Keepers. He received the same type and quality of education as his clansmen, and was expected to eventually accept a role as one of the Clan Healers. His betrothal to Vhann, an artisan's daughter and gem-worker, would have advanced his position as well.

However, the peculiar wildness of his human blood finally led him to abandon the insular world of the Clan's woods, and he journeyed to Bay City. No longer the favored son of the clan, he now makes his living investigating the underworld of the culturally diverse city side-by-side with his human companion Davvyd StarrySky.