

# O'Keef, Master of Arts

Satyr 5HD, Bard 10th / Seeker of the Song 10th (Chaotic Neutral)  
Str 16, Dex 16, Con 12, Int 17, Wis 18, Cha 20

Hit Points (hp)	<b>112</b>	Initiative	<b>+7</b>	Grapple	<b>+16</b>	Damage Reduction	<b>7/Cold iron</b>
		Speed (Foot)	<b>30 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance	

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Handed	Jig+3	<b>+20/+15</b>	<b>2d8+7+Electrical</b>	20 (+1d8 Sonic, 10')	Desc: Thunder: Fortitude DC 15 or permanently deaf
Ranged	Jig (Bolt)+3	<b>+19/+14</b>	<b>1d8+3+Electrical</b>	20 (x3)	Desc: 40' 1d8 Lightning Bolt
Ranged	Composite Longbow (+1 Str)+1	<b>+17/+12</b>	<b>1d8+2</b>	20 (x3)	Desc: Made for a strength ratings of +1
One-Handed	Snakestaff+3	<b>+19/+14</b>	<b>1d6+6+Poison (1 Chr)</b>	20 (x2)	Desc: On command becomes 20' Python or Anaconda

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>30</b>	19 / 26	Mithral Breastplate+1 / None		+15	+21	+25

Skills	Abilities
Appraise 3	== Racial Traits: Satyr == Low-Light Vision (Ex): Double seeing distance in low light +4 racial bonus on Hide, Listen, Move Silently, Perform & Spot checks Pipes (Su): Charm Person, Sleep or Fear; CL 10, DC17, 60 ft. spread Damage Reduction (Ex): 5/Cold Iron
Balance 0	
Bluff 24	
Climb 0	
Concentration 10	== Class Features: Bard 10th == Bardic Knowledge: 1d20+23 Bardic Music 20x / Day: < OOOOOOOOOOOOOOOOOOO > • Countersong: Counter magical effects that depend on sound • Fascinate up to 7 creatures, max. 20 rounds • Inspire Courage: +4 on attacks & weapon damage • Inspire Courage: +4 on saves vs Charm & Fear effects • Inspire Competence: Ally gets +2 on skill check (max. 2 min) • Suggestion DC 25 • Inspire Greatness: 4x Targets, 2 extra HD (d10s), +2 Attack, +1 Fort
Decipher Script 5	
Diplomacy 29	
Disable Device 11	
Disguise 8+2	== Class Features: Seeker of the Song 10th == Rapture of the Song: +2 AC (insight) +2 all saving throws Damage Reduction 2/ Freedom of Movement Combine Songs Subvocalize: Burning Melody: 15 Fire resistance, 30' Burning Refrain: 30' Cone of Fire, 6d6 DC10+(Perform Check) Song of Unmaking: 10d8 damage/round to constructs Dirge of Frozen Loss: 15 Cold resistance, 30' Frozen Loss Refrain: 20' Cone of Cold, 10d6 DC10+(Perform Check) Song of Life: Immunity to poison & Disease, 30' Life Refrain: Heal (Perform check) hp, touch Anthem of Thunder & Pain: Electricity Resistance 15 Thunder Refrain: 10d6 Electricity Damage, 20' ranged touch Hymn of Spell Death: Concentration vs. Perform check to all within hearing distance; Ballad of Agony Reborn: 15 Acid resistance; Refrain: 10d6 Acid bolt, 60' Aria of Everywhere: Teleport short distance as Dimension Door
Escape Artist 15	
Forgery 3	
Gather Information 19	
Handle Animal -	
Heal 4	
Hide 11	
Intimidate 14	
Jump 0	
Listen 31	
Move Silently 5	
Open Lock 11	
Ride 9	
Search 5	
Sense Motive 16	
Sleight of Hand 2	
Speak Language 10	
Spellcraft 4	
Spot 21	
Survival 4	
Swim 0	
Tumble 0	
Use Magic Device 6	
Use Rope 3+2	
Perform - Sing 24	
Perform - String Inst. 34	
Craft - Bowmaking 10	



Languages
Common, Abyssal, Celestial, Sylvan, Elven, Dwarven, Goblin, Dragonic, Giant, Orc
Money
20000 gp

**Feats**

Great Fortitude +2 bonus on Fortitude saves  
Improved Initiative +4 bonus on Initiative checks  
Wpn Focus: Bastard Sword +1 bonus on attack rolls with: Jig  
Skill Focus: Perform - String Inst. +3 bonus on checks with skill: Perform - String Inst.  
Leadership Attract cohort and followers - Leadership score is 30  
Armor Proficiency (medium) No armor check penalty on attack rolls  
Mounted Combat Negate hits on mount with Ride check  
Dodge +1 dodge bonus to AC against selected target  
Epic Reputation +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform

**Equipment**

Electric Lute, Composite Longbow, Quiver of Arrows (20), Locksmiths' tools, Acid flask, Alchemist's fire, Oil  
Backpack, Jig, Composite Longbow (+1 Str), Snakestaff, , ,

**Magic Items**

Cloak of Resistance +2, Ring of Protection +3

Master of Arts: Min +10 any perform, Min +5 any Knowledge  
Shock Arrows +1 (+1d8 Electrical)  
Adamantine Electric Lute, Horn of Fog  
Headband of Intellect (+2 INT), Gloves of Dexterity (+2 DEX), Belt of Giant Strength (+4 STR), Tome of Wisdom (+2)  
Staff of the Serpent, Ring of the Chameleon  
Jig: Dancing, Electric, Thundering  
Simon's Magnificent Knob: 16 hrs of Mansion, or 16 minutes of stop-time

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

**SPELL PLANNER for**  
**Bard**

**EFFECTIVE LEVEL** 10 = 10  
Total Base Adj.

<b>Spells per Day:</b>	3	5	4	3	1					
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>	6	4	4	4	2					
<b>Difficulty Class:</b>	15	16	17	18	19					

**LEGEND** O'Keef, Master of Arts  
 \*: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, (D)issmissible, **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: 50'  
 Medium: 200'  
 Long: 800'

**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.
<b>BARD - CANTRIPS:</b>												
<input type="checkbox"/>	0	Ghost Sound	I	VSM	1 action	Close		10 rd (D)	Will disb [DC15]	No	Figment sounds	p.235
<input type="checkbox"/>	0	Read Magic	D	VSF	1 action	Personal	You	100 min			Read scrolls and spellbooks	p.269
<input type="checkbox"/>	0	Message	T	VSF	1 action	Medium	10 creatures	100 min	None	No	Whispered conversation at distance	p.253
<input type="checkbox"/>	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	10 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
<input type="checkbox"/>	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
<input type="checkbox"/>	0	Light	EV	VM/DF	1 action	Touch	Object touched	100 min (D)	None	No	Object shines like a torch	p.248
<b>LEVEL 1:</b>												
<input type="checkbox"/>	1	Remove Fear	A	VS	1 action	Close	3 creatures inside 30'	10 min	Will neg [DC16]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
<input type="checkbox"/>	1	Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
<input type="checkbox"/>	1	Ventriloquism	I	VF	1 action	Close		10 min (D)	Will disb [DC16]	No	Throws voice	p.298
<input type="checkbox"/>	1	Alarm	A	VSF/DF	1 action	Close	20' radius emanation	20 hr (D)	None	No	Wards an area	p.197
<b>LEVEL 2:</b>												
<input type="checkbox"/>	2	Rage	EN	VS	1 action	Medium	3 creatures inside 30'	Conc. + 10 rd	None	Yes	+2 morale bonus to Str and Con, +1 Will saves, -2 AC	p.268
<input type="checkbox"/>	2	Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+10 damage	p.216
<input type="checkbox"/>	2	Tongues	D	VM/DF	1 action	Touch	Creature touched	100 min	Will neg [DC17]	No	Speak any language	p.294
<input type="checkbox"/>	2	Whispering Wind	T	VS	1 action	1 mile/level	10' radius spread	Max 10 hr	None	No	Sends a short message	p.301
<b>LEVEL 3:</b>												
<input type="checkbox"/>	3	Sepia Snake Sigil	C	VSM	10 min	Touch	1 book or written work	Until Dis.	Ref neg [DC18]	No	Creates text symbol that immobilizes reader	p.276
<input type="checkbox"/>	3	Geas, Lesser	EN	V	1 round	Close	Creature (max. 7 HD)	see text	Will neg [DC18]	Yes	Commands subject	p.235
<input type="checkbox"/>	3	Summon Monster III	C	VSF/DF	1 round	Close		10 rd (D)	None	No	Calls outsider to fight for you	p.286
<input type="checkbox"/>	3	Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+10	p.223
<b>LEVEL 4:</b>												
<input type="checkbox"/>	4	Invisibility, Greater	I	VS	1 action	Touch	You or creature touched.	10 rd (D)	Will neg [DC19]		As invisibility, but subject can attack and stay invisible	p.245
<input type="checkbox"/>	4	Neutralize Poison	C	VSM/DF	1 action	Touch	Crt or obj. max 10 <sup>3</sup>	100 min	Will neg [DC19]	Yes	Detoxifies venom in or on subject	p.257