

# Poppa Lagergut

Gnome, Bard 8th / Stormsinger 1st (Chaotic Good)  
Str 8, Dex 14, Con 14, Int 12, Wis 14, Cha 18

|                 |           |              |               |            |           |                  |          |
|-----------------|-----------|--------------|---------------|------------|-----------|------------------|----------|
| Hit Points (hp) | <b>51</b> | Initiative   | <b>+2</b>     | Grapple    | <b>+1</b> | Damage Reduction |          |
|                 |           | Speed (Foot) | <b>20 ft.</b> | Spell Fail | <b>0%</b> | Spell Resistance | <b>0</b> |

| Attacks    | Weapon   | Attacks       | Damage              | Critical   | Description                 |
|------------|----------|---------------|---------------------|------------|-----------------------------|
| Ranged     | Sniper+1 | <b>+10/+5</b> | <b>1d4</b>          | 19-20 (x2) | Desc: +1 Keen Slingshot     |
| One-Handed | Torch+1  | <b>+7/+2</b>  | <b>1d6+1d6 Fire</b> | 20 (x2)    | Desc: +1 Flaming light mace |

| Defense | AC        | Touch / Flat-footed | Armor / Shield   | Saves | Fortitude | Reflex | Will |
|---------|-----------|---------------------|------------------|-------|-----------|--------|------|
|         | <b>20</b> | 16 / 17             | Leather+1 / None |       | +4        | +12    | +10  |

| Skills                | Abilities  |
|-----------------------|--|
| Appraise 1            | ==  Racial Traits: Gnome  ==<br>Small: +1 to AC, +1 to Attack rolls, +4 to Hide Checks<br>Low Light Vision<br>+2 Save vs Illusions<br>+1 DC for saves against Gnomish Illusions<br>+1 Attack vs Goblinoid & Kobolds<br>+4 Dodge vs Giants<br>+2 Listen/Craft - Alchemy Checks<br>1x per Day: Speak with Animals (burrowing mammals only)<br>1x per Day: DC14: Dancing Lights, Ghost Snd, Prestidigitation                |
| Balance 2             | ==  Class Features: Bard 8th  ==<br>Bardic Knowledge: 1d20+9<br>Bardic Music 8x / Day: < OOOOOOOO ><br>• Countersong: Counter magical effects that depend on sound<br>• Fascinate up to 3 creatures, max. 8 rounds<br>• Inspire Courage: +2 on attacks & weapon damage<br>• Inspire Courage: +2 on saves vs Charm & Fear effects<br>• Inspire Competence: Ally gets +2 on skill check (max. 2 min)<br>• Suggestion DC 18 |
| Bluff 15              | ==  Class Features: Stormsinger 1st  ==<br>Bardic Music - class levels stack with Bard<br>Stormsong<br>Gust of Wind (min 9 ranks in perform)   |
| Climb -1              | ==  Conditional Skill Bonuses  ==<br>+2 on Disguise to act in character [Bluff]  |
| Concentration 5       | ==  CHARACTER STATUS  ==<br>No errors detected   |
| Decipher Script -     |  |
| Diplomacy 15          |  |
| Disable Device -      |  |
| Disguise 4+2          |  |
| Escape Artist 2       |  |
| Forgery 1             |  |
| Gather Information 13 |  |
| Handle Animal -       |  |
| Heal 2                |  |
| Hide 10               |  |
| Intimidate 6          |  |
| Jump -7               |  |
| Listen 15             |  |
| Move Silently 2       |  |
| Open Lock -           |  |
| Ride 2                |  |
| Search 1              |  |
| Sense Motive 10       |  |
| Sleight of Hand 10    |  |
| Speak Language 3      |  |
| Spellcraft -          |  |
| Spot 2                |  |
| Survival 2            |  |
| Swim -1               |  |
| Tumble -              |  |
| Use Magic Device 10   |  |
| Use Rope 2            |  |
| Perform - Sing 20     |  |
| Knowledge - Local 5   |  |



|                  |                                |
|------------------|--------------------------------|
| <b>Languages</b> | Common, Gnome, Halfling        |
| <b>Money</b>     | 100 gp                      sp |

| Feats   |
|---|
| Dodge +1 dodge bonus to AC against selected target                        |
| Endurance +4 bonus on checks or saves to resist nonlethal damage          |
| Lightning Reflexes +2 bonus on Reflex saves                               |
| Skill Focus: Perform - Sing +3 bonus on checks with skill: Perform - Sing |

| Equipment   |
|---|
| Torch, , , , , ,<br>, , , , , ,                   |
| <b>Magic Items</b>                                |
| Amulet of Natural Armor +1, Ring of Protection +2 |

**SPELL PLANNER for Bard**

EFFECTIVE LEVEL **8** = **8** Total = Base Adj.

|                          |    |     |     |     |     |     |     |     |     |     |
|--------------------------|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| <b>Spells per Day:</b>   | 3  | 4   | 4   | 2   |     |     |     |     |     |     |
| <b>SPELL LEVEL:</b>      | 0  | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
| <b>Spells Known:</b>     | 6  | 4   | 4   | 3   |     |     |     |     |     |     |
| <b>Difficulty Class:</b> | 14 | 15  | 16  | 17  |     |     |     |     |     |     |

**LEGEND** Poppa Lagergut

\*: See text, **cr**: 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)**: shapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

|              |              |
|--------------|--------------|
| <b>Range</b> | Close: 45'   |
|              | Medium: 180' |
|              | Long: 720'   |

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

| Prepared                 | Lvl | SPELL NAME           | Sch. | Comp.  | Cast. Time    | Range    | Target / Area                | Duration     | Save            | SR  | Short Description   | Ref.  |
|--------------------------|-----|----------------------|------|--------|---------------|----------|------------------------------|--------------|-----------------|-----|---|-------|
| <b>LEVEL 3:</b>          |     |                      |      |        |               |          |                              |              |                 |     |   |       |
| <input type="checkbox"/> | 3   | Dispel Magic         | A    | VS     | 1 action      | Medium   | see text                     | Instant      | None            | No  | Cancels magical spells & effects. Caster Level chk 1d20+8 | p.223 |
| <input type="checkbox"/> | 3   | Leo's Tiny Hut       | EV   | VSM    | 1 action      | 20 ft.   |                              | 16 hr (D)    | None            | No  | Creates shelter for 10 creatures                          | p.247 |
| <input type="checkbox"/> | 3   | Glibness             | T    | S      | 1 action      | Personal | You                          | 80 min (D)   |                 | No  | Subject gains +30 on Bluff checks                         | p.235 |
| <b>LEVEL 2:</b>          |     |                      |      |        |               |          |                              |              |                 |     |   |       |
| <input type="checkbox"/> | 2   | Cure Moderate Wounds | C    | VS     | 1 action      | Touch    | Creature touched             | Instant      | see text        | Yes | Cures 2d8+8 damage  | p.216 |
| <input type="checkbox"/> | 2   | Invisibility         | I    | VSM/DF | 1 action      | Touch    | You or max. 800 lb.          | 8 min (D)    | Will neg [DC16] | Yes | Subject is invisible for until it attacks                 | p.245 |
| <input type="checkbox"/> | 2   | Tongues              | D    | VM/DF  | 1 action      | Touch    | Creature touched             | 80 min       | Will neg [DC16] | No  | Speak any language  | p.294 |
| <input type="checkbox"/> | 2   | Silence              | I    | VS     | 1 action      | Long     | 20' radius emanation         | 8 min (D)    | see text)       | *   | Negates sound in 20-ft. radius                            | p.279 |
| <b>LEVEL 1:</b>          |     |                      |      |        |               |          |                              |              |                 |     |   |       |
| <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   | Charm Person         | EN   | VS     | 1 action      | Close    | One humanoid creature        | 8 hr         | Will neg [DC15] | Yes | Makes one person your friend                              | p.209 |
| <input type="checkbox"/> | 1   | Feather Fall         | T    | V      | 1 free action | Close    | 8 falling obj/crt inside 20' | Land or 8 rd | Will neg [DC15] | Yes | Objects and/or creatures fall at 60'/round                | p.229 |
| <input type="checkbox"/> | 1   | Unseen Servant       | C    | VSM    | 1 action      | Close    |                              | 8 hr         | None            | No  | Creates invisible force that obeys your commands          | p.297 |
| <b>BARD - CANTRIPS:</b>  |     |                      |      |        |               |          |                              |              |                 |     |   |       |
| <input type="checkbox"/> | 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 |
| <input type="checkbox"/> | 0   | Know Direction       | D    | VS     | 1 action      | Personal | You                          | Instant      |                 | No  | You discern north   | p.246 |
| <input type="checkbox"/> | 0   | Light                | EV   | VM/DF  | 1 action      | Touch    | Object touched               | 80 min (D)   | None            | No  | Object shines like a torch                                | p.248 |
| <input type="checkbox"/> | 0   | Open/Close           | T    | VSF    | 1 action      | Close    | 1 portal / obj max 30 lb.    | Instant      | Will neg [DC14] | Yes | Opens or closes small or light things                     | p.258 |
| <input type="checkbox"/> | 0   | Dancing Lights       | EV   | VS     | 1 action      | Medium   |                              | 1 min (D)    | None            | No  | Creates torches or other lights                           | p.216 |
| <input type="checkbox"/> | 0   | Mage Hand            | T    | VS     | 1 action      | Close    | Unattended obj. max 5 lb.    | Conc.        | None            | No  | 5-pound telekinesis                                       | p.249 |