

John The Bard

Character Name: **Bard 5**
 CLASS: **5 (5)** EXP/NEXT LEVEL: **10240 / 15000**
 Character Level (CR): **5**

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	13		+1		
CON Constitution	16		+3		
INT Intelligence	16		+3		
WIS Wisdom	13		+1		
CHA Charisma	15		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+1	+3	+0	+0	+0	
REFLEX (dexterity)	+7	+4	+1	+0	+2	+0	
WILL (wisdom)	+5	+4	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+3	+1	+0	+0	0	
RANGED attack bonus	+4	+3	+1	+0	+0	0	
GRAPPLE attack bonus	+4	+3	+1	+0	+0	+0	

*Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d8+1				

Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
Range: 30 ft.	To Hit: +4	Damage: 1d6				
60 ft.	120 ft.	180 ft.	240 ft.	300 ft.		
TH +4	+2	+0	-2	-4		
Dam 1d6	1d6	1d6	1d6	1d6		
360 ft.	420 ft.	480 ft.	540 ft.	600 ft.		
TH -6	-8	-10	-12	-14		
Dam 1d6	1d6	1d6	1d6	1d6		

*: 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	Light	+4	+4	-2	20
*Bracers of Armor +1		+1		+0	0

Zac Aimson

Player Name: **Human / Humanoid**
 RACE: **Humanoid**
 AGE: **19** GENDER: **Male**

HP	AC	INITIATIVE	Encumbrance
39	15	+5	Light

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 30 ft.

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC
15	14	11	10	4	0	1	0	0	0	0	0	0	0	0	0

TOTAL	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST
+5	20	-2	0	0

ABILITY	SCORE	MODIFIER	SKILL	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
STR	13	+1	Appraise	INT	3	3	3	
DEX	13	+1	Balance	DEX	-1	1	1	-2
CON	16	+3	Bluff	CHA	10	2	8	
INT	16	+3	Climb	STR	6	1	7	-2
WIS	13	+1	Concentration	CON	3	3	3	
CHA	15	+2	Craft (Untrained)	INT	3	3	3	
			Decipher Script	INT	4	3	1	
			Diplomacy	CHA	13	2	7	4
			Disguise	CHA	9	2	7	
			Disguise (Act in character)	CHA	11	2	7	2
			Escape Artist	DEX	7	1	8	-2
			Forgery	INT	3	3	3	
			Gather Information	CHA	3	2	1	
			Heal	WIS	1	1	1	
			Hide	DEX	-1	1	1	-2
			Intimidate	CHA	5	2	1	2
			Jump	STR	-1	1	1	-2
			Listen	WIS	1	1	1	
			Move Silently	DEX	6	1	7	-2
			Perform (String Instruments)	CHA	10	2	8	
			Perform (Untrained)	CHA	2	2	2	
			Ride	DEX	1	1	1	
			Search	INT	3	3	3	
			Sense Motive	WIS	9	1	8	
			Sleight of Hand	DEX	8	1	7	
			Spellcraft	INT	10	3	7	
			Spot	WIS	2	1	1	
			Survival	WIS	1	1	1	
			Swim	STR	-3	1	1	-4
			Use Rope	DEX	1	1	1	
			Use Rope (Bind someone)	DEX	3	1	1	2

None
 Region: **6' 3" / 205 lbs.**
 Alignment: **Chaotic Neutral**
 Normal
 SIZE / FACE: **Medium / 5 ft.**
 HEIGHT / WEIGHT: **6' 3" / 205 lbs.**
 EYES: **None**
 HAIR: **None**
 Points: **None**

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 30 ft.

TOTAL SKILLPOINTS: 80	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Appraise	INT	3	3	3	
	Balance	DEX	-1	1	1	-2
	Bluff	CHA	10	2	8	
	Climb	STR	6	1	7	-2
	Concentration	CON	3	3	3	
	Craft (Untrained)	INT	3	3	3	
	Decipher Script	INT	4	3	1	
	Diplomacy	CHA	13	2	7	4
	Disguise	CHA	9	2	7	
	Disguise (Act in character)	CHA	11	2	7	2
	Escape Artist	DEX	7	1	8	-2
	Forgery	INT	3	3	3	
	Gather Information	CHA	3	2	1	
	Heal	WIS	1	1	1	
	Hide	DEX	-1	1	1	-2
	Intimidate	CHA	5	2	1	2
	Jump	STR	-1	1	1	-2
	Listen	WIS	1	1	1	
	Move Silently	DEX	6	1	7	-2
	Perform (String Instruments)	CHA	10	2	8	
	Perform (Untrained)	CHA	2	2	2	
	Ride	DEX	1	1	1	
	Search	INT	3	3	3	
	Sense Motive	WIS	9	1	8	
	Sleight of Hand	DEX	8	1	7	
	Spellcraft	INT	10	3	7	
	Spot	WIS	2	1	1	
	Survival	WIS	1	1	1	
	Swim	STR	-3	1	1	-4
	Use Rope	DEX	1	1	1	
	Use Rope (Bind someone)	DEX	3	1	1	2

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Longsword	Equipped	1	4 / 15
Bracers of Armor +1	Equipped	1	1 / 1,000
Outfit (Entertainer's)	Equipped	1	4 / 0
Chain Shirt	Equipped	1	25 / 100
Musical Instrument (Violin)	Equipped	1	3 / 5
(Musical Instrument (Mandolin))			
Shortbow	Carried	1	2 / 30
Bracers of Mundanity	Carried	1	0 / 0
(Bracers)			
TOTAL WEIGHT CARRIED/VALUE		35 lbs.	1,150gp

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

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common, Dwarven, Elven, Orc	

Other Companions	

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 +8 [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!]
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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!]
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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!]
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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!]
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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!]
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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!]
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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!]
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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.

Feat Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
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1 extra feat at 1st level.	
Human Racial Traits (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Skill Bonus	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

4 extra skill points at 1st level and 1 extra skill point at each additional level.	
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Feats	
Improved Initiative	[Wizards of the Coast - Revised (v.3.5) System Reference Document]

	Reference Document, Feats]
You get a +4 bonus on initiative checks.	
Lightning Reflexes	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +2 bonus on all Reflex saving throws.	
Weapon Focus (Longsword)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	

Proficiencies

Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger
(Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin,
Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar,
Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear,
Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike, 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
□□□□ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (35 ft.)	RSRD:SpellsD-E
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:12, Will negates]					
□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]					
□□□□ 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:12, Fortitude negates]					
□□□□ Message	Transmutation [Language-Dependent]	1 standard action	50 minutes	Medium (150 ft.)	RSRD:SpellsM-O
[V, S, F] TARGET: 5 creatures; EFFECT: Whispered conversation at distance. [SR:No]					
□□□□ Read Magic	Divination	1 standard action	50 minutes	Personal	RSRD:SpellsP-R
[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]					
□□□□ 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
□□□□ Comprehend Languages	Divination	1 standard action	50 minutes	Personal	RSRD:SpellsC
[V, S, MDF] TARGET: You; EFFECT: You understand all spoken and written languages. [SR:No]					
□□□□ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	RSRD:SpellsC
[V, S] TARGET: Creature touched; EFFECT: Cures 1d8+5 damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
□□□□ Feather Fall	Transmutation	1 free action	Until landing or 5 rounds	Close (35 ft.)	RSRD:SpellsF-G
[V] TARGET: 5 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)]					
□□□□ Summon Monster I	Conjuration (Summoning)	1 round	5 rounds [D]	Close (35 ft.)	RSRD:SpellsS
[V, S, F/DF] TARGET: One summoned creature; EFFECT: Calls extraplanar creature to fight for you. [SR:No]					

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

Name	School	Time	Duration	Range	Source
□□□□ Invisibility	Illusion (Glamer)	1 standard action	5 minutes [D]	Personal or touch	RSRD:SpellsH-L
[V, S, MDF] TARGET: You or a creature or object weighing no more than 500 lbs; EFFECT: Subject is invisible for 5 minutes or until it attacks. [SR:Yes (harmless) or Yes (harmless, object); DC:14, Will negates (harmless) or Will negates (harmless, object)]					
□□□□ Mirror Image	Illusion (Figment)	1 standard action	5 minutes [D]	Personal, see text	RSRD:SpellsM-O
[V, S] TARGET: You; EFFECT: Creates decoy duplicates of you [1d4 +1, max 8]. [SR:No]					
□□□□ 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

John The Bard

Human

RACE

19

AGE

Male

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 3"

HEIGHT

205 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: