

Character Name Aristocrat (P) 1
Primary Level
Secondary Level
Third Class Level

Total d8 HD 1 XP 0 Female Green
Racial Total Adj. Type Next level: 2,000 xp Gender Eyes
Medium 1 5' 0" 100 lb. Brown
Size ECL Adj. Height Weight Hair
5 ft./5 ft. Neutral Good Pelor White
Type Space / Reach Alignment Deity Skin
SPD 30' = 30' + 0' + 0' / 0' / 0' / 0' / 0'
Land Speed Base Gear Effects Burrow Climb Fly Swim



Aristocrat (P)

Favored Class

STR 15 +2, DEX 14 +2, CON 13 +1, INT 14 +2, WIS 15 +2, CHA 19 +4

HP 9 Hit Points

AC 12 = 10 + 2 + ... HERO Points Available

Touch 12 Flat-Foot 10 INIT +2 = 2 + ... SPELL Resistance POWER Points

CMB +2 = ... CMD 14 = 10 + 2 + 2 + ...

FORTITUDE +1, REFLEX +2, WILL +4

ENERGY Resistances Acid Cold Elec. Fire Sonic Neg. Pos.

Damage Reduction table

BASE Attack

MELEE +2, RANGED +2

Vision & Senses table

SKILL ACP TOTAL table with columns for Skill, ACP, Total, Key Ability, Modifier, Ranks (+3), Effects, Conditional, Adj.

FULL ATTACK One-Handed Dagger +2 1d4+2

FULL ATTACK One-Handed None

FULL ATTACK One-Handed None

FULL ATTACK One-Handed None

FULL ATTACK One-Handed None

FULL ATTACK One-Handed None

Ammo

<b>ARMOR</b>		None	Adj:	Check Adj.:
Light	Max Dex:		Armor Check:	Spell Fail:
Desc:				
Notes:				

<b>SHIELD</b>		None	Adj:	Check Adj.:
Max Dex:		Armor Check:	Spell Fail:	
Desc:				
Notes:				

<b>MAGICAL ITEMS WORN</b>		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

<b>COINS</b>	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
<b>GEMS</b>	

<b>SPELLS</b>		Arcane Spell Failure: 0% Adj.:							
Casting Class:									
Caster Level:									
Caster level adj:									
Spell / day adj:									
Spell known adj:									
Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

<b>LOCATIONS</b>	
Tag	Weight

<b>GEAR</b>		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All
Royal Outfit			1	15		1	1		
Cold Weather Outfit			1	7					
Courtier's Outfit			1	6					
Traveler's Outfit			1	5					
Signet Ring			1						
34.0 lb.		Light				246 gp			

Total Weight	Load Class	Max Dex	Chk Pen.	<b>ENCUMBRANCE</b>		Total Value			
66.7	133.3	200.0	400.0	1,000.0					
Selection List:		All Feats and Traits		Light	Medium	Heavy	Lift	Drag	Adj

<b>FEATS</b>	2	=	2	+	0	+
Magical Talent Trait	Select one 0-level spell: Cast that spell once per day as a spell-like ability					
Charming Trait	+1 Bluff / Diplomacy vs other possibly sexually attracted to you, +1 DC vs your lang.-dep. spells ✓					
Skill Focus: Bluff-p	+3 bonus on checks with skill: Bluff-p ✓					
Skill Focus: Diplomacy-p	+3 bonus on checks with skill: Diplomacy-p ✓					

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<b>INFO</b>	
Racial Traits: Human (P)	
Bonus Feat: One extra feat at Level #1	
Skilled: Gain 1 extra skill point at each level	
Class Features: Aristocrat (P) 1st	
Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields	
Conditional Bonus - Feats	
+1 Bluff or Diplomacy on a character that is (or could be) sexually attracted to you [Charming Trait]	
+1 save DC of any language-dependent spell you cast on such characters [Charming Trait]	
Languages (x4)	
Common, Elven, Nyrondese, Old Oeridian, Draconic	
CHARACTER STATUS	
No errors detected	

<b>TRACKERS</b>	Initial	Spent	Reset	Avail.

<b>LANGUAGES</b>	Avail.	Adj.
	4	
Common		
Elven, Nyrondese, Old Oeridian, Draconic		

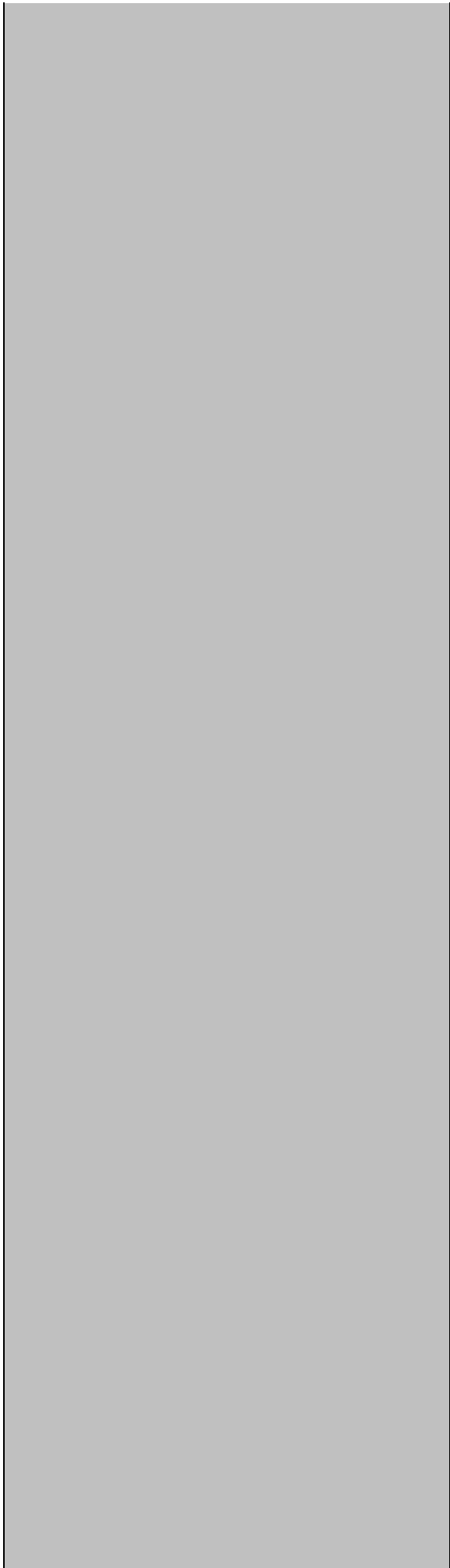
Spell Difficulty Class Adj.

SPELL DC Adj.	=	[Effects]	+	[Adj.]
SPELL DC Adj.	=	[Effects]	+	[Adj.]
SPELL DC Adj.	=	[Effects]	+	[Adj.]

	<b>Spell per day Adjustments &amp; Effects</b>								
	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

	<b>Spell Known Adjustments &amp; Effects</b>								
	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

	<b>Manifester Class Level Adjustments</b>								
	Class #1			Class #2			Class #3		
All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									



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## NOTES

Human (P), Aristocrat (P) 1st

Medium Humanoid (Human)

**Alignment:** Neutral Good [Pelor]

**Hit Dice:** 1d8+1 (9 hp)

**Initiative:** +2

**Speed:** 30' (6 sq) (light enc.)

**Space/Reach:** 5 ft./5 ft.

**AC:** 12 (+2 Dex), Touch 12, Flat-Footed 10

**Saves:** Fort +1, Ref +2, Will +4

**Abilities:** Str 15, Dex 14, Con 13, Int 14, Wis 15, Cha 19

**Base Att/CMB/CMD:** +0 / +2 / 14

**Single Attack:**

Dagger: +2 melee (1d4+2/19-20)

**Full Attack:**

Dagger: +2 melee (1d4+2/19-20)

————| FEATS |————

Magical Talent Trait, Charming Trait, Skill Focus: Bluff-p, Skill Focus: Diplomacy-p.

————| SKILLS |————

Acrobatics +2, Appraise +2, Bluff +11+1, Climb +2, Diplomacy +11+1, Disguise +4, Escape Art +2, Fly +2, Heal +2, Intimidate +4, Linguistics +6, Perception +6, Ride +6, Sense Motive +6, Stealth +2, Survival +2, Swim +2, Kn:History +6, Kn:Local +6.

————| BARD (P) SPELLS |————

Spells per Day (; save DC 14+spell level):  
Message.

————| EQUIPMENT |————

Royal Outfit, Cold Weather Outfit, Courtier's Outfit,  
Traveler's Outfit, Signet Ring, Dagger

————| TOTAL CHARACTER VALUE |————

246 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

————| Class Features: Aristocrat (P) 1st |————

Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

————| Conditional Bonus - Feats |————

+1 Bluff or Diplomacy on a character that is (or could be) sexually attracted to you [Charming Trait]

+1 save DC of any language-dependent spell you cast on such characters

[Charming  
Trait]

————| Languages (x4) |————

Common, Elven, Nyronnese, Old Oeridian, Draconic

————| CHARACTER STATUS |————

No errors detected

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**SPELL PLANNER #1 for**  
**Bard (P)**

Arcane caster

<b>Effective</b>			
Caster Level	TOTAL	Class	Adj.

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

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

Spell Used:	0	0	0	0	0	0	0	0	0	0
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**LEGEND**  
 \*: See text, crt: Creature, chk: check, conc: Concentration,  
 dis: Discharged, disb: Disbelief, (D)ismissible, 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

Show only level: 0

Checks	Lvl	Bard (P) lvl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
	0	Message	T	VSF	1 action	100 ft.	0 crt	0 min	None	No	Whispered conversation at distance	CRB313

