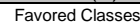

Third Class

Type

Deity

Skin

Ammo		
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You have selected more feats than allowed!!

Helpful (Halfling) - Whenever you successfully perform an aid another action, you grant your ally a +4 bonus instead of the normal +2

Helpful - When using the aid another action, you grant your ally an additional +1 bonus

Fools for Friends - Whenever you take the aid another action to help an ally, or whenever an ally aids you in this manner, a successful check grants an additional +1 trait bonus to the check for which aid was being rendered. Additionally, as long as one of your friends is within 30 feet, you gain a +1 trait bonus on all saving throws against charm and compulsion.

Battlefield Disciple - You gain a +2 trait bonus on Heal checks made to stabilize a dying creature. In addition, when you successfully use the aid another action in combat to grant an ally a bonus on her next attack roll, the bonus you grant increases by 1.

Combat Advice - As a move action, you can offer useful advice to an ally engaged in combat at just the right moment. Designate an enemy; your ally gains a +2 competence bonus on her next attack roll against that enemy. For your ally to benefit from this feat, you must be able to clearly see your ally and the designated enemy, and your ally must be able to hear you.

Aid Another - In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

At Level 1, when she aids another the target of the aid gains a +6 bonus to the action aided.

At Level 5, when she aids another the target of the aid gains a +7 bonus to the action aided.

Jenyra Tylelor

Half-elf (P), Bard (P) 5th

Medium Humanoid (Human, Elf)

Alignment: Chaotic Good [Celestian]

Hit Dice: 5d8+10 (45 hp)

Initiative: +3

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

Space/Reach: 5 ft./5 ft.

AC: 15 (+2 Armor, +3 Dex), Touch 13, Flat-Footed 12

Saves: Fort +3, Ref +7, Will +6

Abilities: Str 13, Dex 16, Con 14, Int 16, Wis 14, Cha 21

Base Att/CMB/CMD: +3 / +4 / 17

Single Attack:

Whip: +4 melee (1d3+1/20)

Rapier: +4 melee (1d6+1/18-20)

Longbow: +6 ranged (1d8/20/x3)

Full Attack:

Whip: +4 melee (1d3+1/20)

Rapier: +4 melee (1d6+1/18-20)

Longbow: +6 ranged (1d8/20/x3)

————| FEATS |————

Adopted Trait, Helpful (Halfling), Helpful, Fools for Friends, Battlefield Disciple, Charming Trait, Additional Traits, Lingering Performance, Skill Focus: Perform: Sing-p, Combat Advice, Combat Expertise, Additional Traits.

————| SKILLS |————

Acrobatics +12, Appraise +7, Bluff +9+1, Climb +1, Diplomacy +11+1, Disguise +9, Escape Art +3, Fly +3, Heal +2, Intimidate +5, Linguistics +7, Perception +11, Ride +4, Sense Motive +6, Sleight of Hand +9, Spellcraft +7, Stealth +7, Survival +2, Swim +1, Use Magic Dev. +11, Kn:Arcana +10, Kn:Dungeon +9, Kn:Eng +9, Kn:Geo +9, Kn:History +13, Kn:Local +9, Kn:Nature +9, Kn:Nobility +9, Kn:Planes +9, Kn:Psionics +9, Kn:Religion +9, Perf:Oratory +9, Perf:Sing +16, Perf:String +9.

————| BARD (P) SPELLS |————

Spells per Day: (∞/6/3; save DC 15+spell level):

Detect Magic, Light, Mage Hand, Message, Resistance, Prestidigitation, Hideous Laughter, Vanish, Grease, Cure Light Wounds, Heroism, Mirror Image, Silence.

————| EQUIPMENT |————

ARMOR WORN: Leather Armor.

Basic Equipment List, 2xPotion Belt M/W, Caltrops, Crowbar, Flint and Steel, Inkpen, 2xInk, 2xOil, 10xParchment, 7xRations, 2xWaterskin, 3xSunrod,

Spell Component Pouch, Entertainer's Outfit, Dagger, Rapier, Whip, Longbow, Quiver of Arrows (20), 20xArrow Handy Haversack, Potion of CMW

————| MAGICAL ITEMS WORN |————

Boots of Elvenkind

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————| TOTAL CHARACTER VALUE |————

5,836 gp.

NOTES

————| Racial Traits: Half-elf (P) |————

Bard favored class: Add +5 to your number of Bardic Performance per day

Elf Blood: For all effects related to race, a Half-elf is considered an Elf

Elven Immunities: Half-elves are immune to magic sleep effects

Keen Senses: +2 racial bonus on Perception skill checks

Multitalented: Choose two favored classes at first level

Adaptability: Receive Skill Focus, as a bonus feat

————| Vision & Senses |————

Low-Light x2

————| Class Features: Bard (P) 5th |————

Weapon & Armor Proficiency: Bards are proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are also proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a bard wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes

Concentration check: 1d20+10

Caster Level check to bypass Spell Resistance: 1d20+5

Cantrips: cast your Cantrips at will

Bardic Knowledge: +2 to all knowledge skills. Make knowledge chks untrained

Versatile Performance (Ex): Substitute skill check by a performance check:

- Sing (Bluff, Sense Motive)

Lore Master (Ex): Take 10 on any Knowledge skill that has at least 1 rank

- 1/day, take 20 on any Knowledge skill check as a std action < O >

Bardic Performance: requires a standard action to initiate:

- Rounds per day: 22 < OOOOOOOOOOOOOOOOOOOOOOO >
- Countersong (Su): Counters magic that depend on sound (max. 30')
- Distraction (Su): Counters magic that depend on sight, 30' max
- Fascinate (Su): Up to 2 creatures (max: 90') Will DC17
- Inspire Courage (Su):
 - +2 competence bonus on attacks & weapon damage
 - +2 morale bonus on saves vs charm & fear effects
- Inspire Competence (Su): Ally gets +2 on skill check, 30' max

————| 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]

————| Conditional Bonus - Bard (P) Class |————

+4 to saves vs Bardic Performances, sonic & language effects [Well-Versed]

————| Conditional Bonus - Half-elf (P) Race |————

+2 to saves vs enchantment spells & effects [Elven Immunities]

————| Languages (x6) |————

Common, Elven, Ancient Baklunish, The Cold Tongue, Orc, Suloise, Draconic, Drow

————| Description for the Magical Items Worn |————

Boots of Elvenkind: +5 competence bonus on Acrobatics-p checks

————| CHARACTER STATUS |————

You have selected more feats than allowed!!

