

Teldonis

Character Name

Bard (P)

Primary

Secondary

Third Class

5

Level

Level

Level

LEVEL

5

Half-elf (P)

40

Age

Total

Humanoid (Human, Elf)

d8

HD

1

XP

0

Male

Blue

Type

Racial

Total

Adj.

Type

Level vs XP Mismatch

Gender

Eyes

Type

Medium

Size

ECL

Adj.

5' 10"

Weight

165 lb.

Hair

Brown

Type

5 ft./5 ft.

Chaotic Good

Celestian

White

Type

Space / Reach

Alignment

Deity

Skin

SPD

Speeds

30'

=

30'

+

0'

+

0'

/

0'

/

0'

/

0'

Land Speed

Base

Gear

Effects

Burrow

Climb

Fly

Swim



Bard (P)

Favored Classes

STR

Strength

13

+1

DEX

Dexterity

16

+3

CON

Constitution

14

+2

INT

Intelligence

16

+3

WIS

Wisdom

14

+2

CHA

Charisma

21

+5

Ability

Modif

FORTITUDE

(Constitution)

+3

=

1

+

2

+

REFLEX

(Dexterity)

+7

=

4

+

3

+

WILL

(Wisdom)

+6

=

4

+

2

BASE

Attack

+3

MELEE

Attack Bonus

+4

=

3

+

1

+

RANGED

Attack Bonus

+6

=

3

+

3

FULL ATTACK

One-Handed

Whip

+4

1d3+1

20

x2

-

Slashing

Desc: Reach weapon 15'. Deals non-leathal damage. Can be used for Trip attacks

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

Rapier

+4

1d6+1

18-20

x2

-

Piercing

Desc: Can be used with Weapon Finesse feat

Notes:

Medium

Ammo

FULL ATTACK

Ranged

Longbow

+6

1d8

20

x3

100'

Piercing

Desc: Two-hand ranged wpn not usable while mounted. Cannot benefit from high strength

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

None

None

None

None

None

None

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

None

None

None

None

None

None

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

None

None

None

None

None

None

Notes:

Medium

Ammo

HP

Hit Points

40

Adj.

AC

Armor Class

15

=

10

+

2

+

3

+

3

+

3

+

3

+

3

Base

Armor

Shield

Dexterity

Size

Dodge

Deflection

Other

Adj.

Touch

Armor Class

13

Flat-Foot

Armor Class

12

INIT

Modifier

+3

=

3

+

3

+

3

+

3

Dex

Effects

Adj.

SPELL

Resistance

POWER

Points

CMB

Bonus

+4

=

3

+

1

+

3

+

3

Base

STR

Size

Effects

Cond.

ENERGY

Resistances

Base

STR

DEX

Size

Effects

Cond.

Damage Reduction

Acid

Cold

Elec.

Fire

Sonic

Neg.

Pos.

Key Ability

Modifier

Ranks (+3)

Effects

Conditional

Adj.

VISION & SENSES

Low-Light

x2

SKILL

ACP

TOTAL

Acrobatics-p

12

DEX

3

4

5

Appraise-p

7

INT

3

4

Bluff-p

9+1

CHA

5

4

1

Climb-p

1

STR

1

Diplomacy-p

11+1

CHA

5

6

1

Disable Device-p

-

DEX

3

-2

Disguise-p

9

CHA

5

4

Escape Artist-p

3

DEX

3

Fly-p

3

DEX

3

Handle Animal-p

-

CHA

5

Heal-p

2

WIS

2

Intimidate-p

5

CHA

5

Linguistics-p

7

INT

3

4

Perception-p

11

WIS

2

7

2

Ride-p

4

DEX

3

1

Sense Motive-p

6

WIS

2

4

Sleight of Hand-p

9

DEX

3

6

Spellcraft-p

7

INT

3

4

Stealth-p

7

DEX

3

4

Survival-p

2

WIS

2

Swim-p

1

STR

1

Use Magic Device-p

11

CHA

5

6

Knowledge: Arcana-p

10

INT

3

5

2

Knowledge: Dungeon-p

9

INT

3

4

2

Knowledge: Engineering-p

9

INT

3

4

2

Knowledge: Geography-p

9

INT

3

4

2

Knowledge: History-p

13

INT

3

8

2

Knowledge: Local-p

9

INT

3

4

2

Knowledge: Nature-p

9

INT

3

4

2

Knowledge: Nobility-p

9

INT

3

4

2

Knowledge: Planes-p

9

INT

3

4

2

Knowledge: Psionics-p

9

INT

3

4

2

Knowledge: Religion-p

9

INT

3

4

2

Perform: Oratory-p

9

CHA

5

4

Perform: Sing-p

16

CHA

5

8

3

Perform: String Inst.-p

9

CHA

5

4

VISION & SENSES

Low-Light

x2

FULL ATTACK

One-Handed

Whip

+4

1d3+1

20

x2

-

Slashing

Desc: Reach weapon 15'. Deals non-leathal damage. Can be used for Trip attacks

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

Rapier

+4

1d6+1

18-20

x2

-

Piercing

Desc: Can be used with Weapon Finesse feat

Notes:

Medium

Ammo

FULL ATTACK

Ranged

Longbow

+6

1d8

20

x3

100'

Piercing

Desc: Two-hand ranged wpn not usable while mounted. Cannot benefit from high strength

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

None

None

None

None

None

None

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

None

None

None

None

None

None

Notes:

Medium

Ammo

FULL ATTACK

One-Handed

None

None

None

None

None

None

Notes:

Medium

Ammo

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p		12	DEX	3	4	5		
Appraise-p		7	INT	3	4			
Bluff-p		9+1	CHA	5	4	1		
Climb-p		1	STR	1				
Diplomacy-p		11+1	CHA	5	6	1		
Disable Device-p		-	DEX	3		-2		
Disguise-p		9	CHA	5	4			
Escape Artist-p		3	DEX	3				
Fly-p		3	DEX	3				
Handle Animal-p		-	CHA	5				
Heal-p		2	WIS	2				
Intimidate-p		5	CHA	5				
Linguistics-p		7	INT	3	4			
Perception-p		11	WIS	2	7	2		
Ride-p		4	DEX	3	1			
Sense Motive-p		6	WIS	2	4			
Sleight of Hand-p		9	DEX	3	6			
Spellcraft-p		7	INT	3	4			
Stealth-p		7	DEX	3	4			
Survival-p		2	WIS	2				
Swim-p		1	STR	1				
Use Magic Device-p		11	CHA	5	6			
Knowledge: Arcana-p		10	INT	3	5	2		
Knowledge: Dungeon-p		9	INT	3	4	2		
Knowledge: Engineering-p		9	INT	3	4	2		
Knowledge: Geography-p		9	INT	3	4	2		
Knowledge: History-p		13	INT	3	8	2		
Knowledge: Local-p		9	INT	3	4	2		
Knowledge: Nature-p		9	INT	3	4	2		
Knowledge: Nobility-p		9	INT	3	4	2		
Knowledge: Planes-p		9	INT	3	4	2		
Knowledge: Psionics-p		9	INT	3	4	2		
Knowledge: Religion-p		9	INT	3	4	2		
Perform: Oratory-p		9	CHA	5	4			
Perform: Sing-p		16	CHA	5	8	3		
Perform: String Inst.-p		9	CHA	5	4			

INFO

The Only Sheet+ v6.1.24 Licensed to Alex Metzger

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 < 000000000000000000000000 >

• 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 then allowed!!




[illegible]

LANGUAGES		Avail.	Adj.
Common, Elven		6	
Ancient Baktunish, The Cold Tongue, Orc, Suloise, Draconic, Drow			

Spell Difficulty Class Adj.

Bard
SPELL DC Adj.  =  + 
Effects Adj.

SPELL DC Adj.  =  + 
Effects Adj.

SPELL DC Adj.  =  + 
Effects Adj.

	Spell per day Adjustments & Effects					
	Class #1		Class #2		Class #3	
	Bard 5th					
	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:						

[illegible]

		Manifester Class Level Adjustments					
	All Aspects :						
	Power Effects :						
	Powers Known :						
	Max. Pwr lvl Known :						
	Power Points :						

Teldonis

NOTES

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

Medium Humanoid (Human, Elf)

Alignment: Chaotic Good [Celestian]

Hit Dice: 5d8+10 (40 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, 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

TOTAL CHARACTER VALUE

5,836 gp.

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

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

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