

Francesca Raven

CHARACTER NAME

Bard 6

CLASS

6 15833 / 23000

Character Level EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	16		+3		
CON Constitution	11		+0		
INT Intelligence	15		+2		
WIS Wisdom	13		+1		
CHA Charisma	21		+5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 vs. enchantment spells and effects +4 vs. Bardic Performance, sonic, and language-dependent effects
FORTITUDE (constitution)	+2	+2	+0	+0	+0	+0		
REFLEX (dexterity)	+8	+5	+3	+0	+0	+0		
WILL (wisdom)	+6	+5	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+4	+0	+0	+0	+0	
RANGED attack bonus	+7	+4	+3	+0	+0	+0	
CMB attack bonus	+4	+4	+0	+0	+0	+0	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+4	+4	+4	+4	+4	+4
Defense	17	17	17	17	17	17

*+1 Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+5	1d6+1	2W-P-(OH)	-1	1d6+1	
1H-O	+1	1d6+1	2W-P-(OL)	+1	1d6+1	
2H	+5	1d6+1	2W-OH	-3	1d6+1	
Special Properties						

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+4	1d4	2W-P-(OH)	-2	1d4	
1H-O	+0	1d4	2W-P-(OL)	+0	1d4	
2H	+4	1d4	2W-OH	-4	1d4	
TH	+8	+6	+4	+1	-1	
Dam	1d4+1	1d4+1	1d4+1	1d4	1d4	
Special Properties						

Masterwork Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+5	1d4	2W-P-(OH)	-1	1d4	
1H-O	+1	1d4	2W-P-(OL)	+1	1d4	
2H	+5	1d4	2W-OH	-3	1d4	
TH	+9	+7	+5	+2	+0	
Dam	1d4+1	1d4+1	1d4+1	1d4	1d4	
Special Properties						

*: 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
*Leather	Light	+2	+6	+0	10
*+2 Shield (Light/Steel)	Light	+3	+0	+0	5
*Amulet of Natural Armor +1		+1	+0	+0	0

Liz

PLAYER NAME

Half-Elf

RACE

27

AGE

Medium

SIZE

Male

GENDER

None

REGION

130 lbs.

WEIGHT

EYES

HAIR

Chaotic Good

ALIGNMENT

Low-light

VISION

POINTS

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
48				Walk 30 ft.
AC armor class	TOTAL: 19	FLAT: 16	TOUCH: 13	BASE: 10
		ARMOR BONUS: +2	SHIELD BONUS: +3	STAT: +3
		SIZE: +0	NATURAL ARMOR: +1	DEFLECTION: +0
		DODGE: +0	MISC: +0	MISS CHANCE: 15
				ARCANE SPELL FAILURE: +0
				ARMOR CHECK PENALTY: +0
				SPELL RESIST: 0

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+3	+3	+0	
BASE ATTACK bonus	+4		

TOTAL SKILLPOINTS: 48		SKILLS		MAX RANKS: 6/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	7	= 3 + 1 + 3		
✓ Appraise	INT	8	= 2 + 3 + 3		
✓ Bluff	CHA	11	= 5 + 3 + 3		
✓ Climb	STR	4	= 0 + 1 + 3		
✓ Craft (Untrained)	INT	2	= 2		
✓ Diplomacy	CHA	10	= 5 + 2 + 3		
✓ Disguise	CHA	5	= 5		
✓ Escape Artist	DEX	7	= 3 + 1 + 3		
✓ Fly	DEX	3	= 3		
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	9	= 5 + 1 + 3		
Knowledge (History)	INT	10	= 2 + 2 + 6		
Knowledge (Local)	INT	11	= 2 + 3 + 6		
Knowledge (Untrained)	INT	5	= 2 + 3		
✓ Perception	WIS	12	= 1 + 6 + 5		
Perform (Comedy)	CHA	14	= 5 + 6 + 3		
Perform (Sing)	CHA	17	= 5 + 6 + 6		
Perform (String Instruments)	CHA	14	= 5 + 6 + 3		
✓ Perform (Untrained)	CHA	5	= 5		
✓ Ride	DEX	3	= 3		
✓ Sense Motive	WIS	5	= 1 + 1 + 3		
Spellcraft	INT	6	= 2 + 1 + 3		
✓ Stealth	DEX	8	= 3 + 2 + 3		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	0	= 0		
Use Magic Device	CHA	12	= 5 + 3 + 4		
			= + +		
			= + +		

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

BARDIC MUSIC	
Uses per day	□□□□ □□□□ □□□□ □□□□ □□□□

Shortbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
	30 ft.	60 ft.	120 ft.			180 ft.		240 ft.
TH	+8	+7	+5			+3		+1
Dam	1d6+1	1d6	1d6			1d6		1d6
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
+2 Shield (Light/Steel)	Equipped	1	6.0	4159.0	
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0	
Handy Haversack	Equipped	1	5.0	2000.0	
49.67 lbs., 39 Arrow, 1 Masterwork Musical Instrument (Harp) silver with Jade, 1 Mirror (Small/Steel), 5 Parchment (Sheet), 1 Potion of Spider Climb, 4 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 1 Rope (Silk/50 ft.), 1 Shortbow, 1 Spyglass, 2 Sunrod, 1 Bedroll, 1 Thunderstone, 1 Waterskin (Filled), 1 Whetstone, 1 Trade Gem (1000), 2 Trade Gem (500), 1 Trade Gem (500), 7 Coin (Copper Piece), 2 Coin (Gold Piece), 7 Coin (Silver Piece), 1 Sealing Wax, 5 Chalk (1 Piece), 1 Signet Ring, 3 Dagger, 2 Ink (1 oz. Vial), 1 Inkpen, 1 Magnifying Glass, 1 Masterwork Dagger					
Leather	Equipped	1	15.0	10.0	
Entertainer's Outfit	Equipped	1	4.0	0.0	
+1 Sword (Short)	Equipped	1	2.0	2310.0	
Arrow	Handy Haversack	39	0.15 (5.85)	0.05 (1.95)	
Bedroll	Handy Haversack	1	5.0	0.1	
Chalk (1 Piece)	Handy Haversack	5	0.0 (0.0)	0.01 (0.05)	
Dagger	Handy Haversack	3	1.0 (3.0)	2.0 (6.0)	
Ink (1 oz. Vial)	Handy Haversack	2	0.0 (0.0)	8.0 (16.0)	
Inkpen	Handy Haversack	1	0.0	0.1	
Magnifying Glass	Handy Haversack	1	0.0	100.0	
a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.					
Masterwork Dagger	Handy Haversack	1	1.0	302.0	
Masterwork Musical Instrument (Harp) silver with Jade	Handy Haversack	1	3.0	100.0	
(Masterwork Musical Instrument (Harp))					
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0	
Parchment (Sheet)	Handy Haversack	5	0.0 (0.0)	0.2 (1.0)	
Potion of Spider Climb	Handy Haversack	1	0.0	300.0	
Climb and travel on vertical surfaces for 30 minutes					
Rations (Trail/Per Day)	Handy Haversack	4	1.0 (4.0)	0.5 (2.0)	
Rope (Hemp/50 ft.)	Handy Haversack	1	10.0	1.0	
Rope (Silk/50 ft.)	Handy Haversack	1	5.0	10.0	
4 hp, DC 24 Strength check to burst					
Sealing Wax	Handy Haversack	1	1.0	1.0	
Shortbow	Handy Haversack	1	2.0	30.0	
0 lbs.					
Signet Ring	Handy Haversack	1	0.0	5.0	
Spyglass	Handy Haversack	1	1.0	1000.0	
Sunrod	Handy Haversack	2	1.0 (2.0)	2.0 (4.0)	
Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.					
Thunderstone	Handy Haversack	1	1.0	30.0	
Waterskin (Filled)	Handy Haversack	1	4.0	1.0	
Whetstone	Handy Haversack	1	1.0	0.02	
TOTAL WEIGHT CARRIED/VALUE			28.02 lbs.	12400.22 gp	

WEIGHT ALLOWANCE		
Light	38	Medium 76
Lift over head	115	Lift off ground 230
		Heavy 115
		Push / Drag 575

MONEY	
Coin (Gold Piece): 2[Handy Haversack]	
Coin (Silver Piece): 7[Handy Haversack]	
Coin (Copper Piece): 7[Handy Haversack]	
1 x Trade Gem (1000) (1000) [Handy Haversack]	
1 x Trade Gem (500) (500) [Handy Haversack]	
2 x Trade Gem (50) (50) [Handy Haversack]	
Total = 1602.77 gp	

LANGUAGES	
Common, Dwarven, Elven, Orc	

Traits	
Dangerously Curious	[PFAPG, p.329]
You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.	
Sacred Touch	[PFAPG, p.329]
You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer.	

Special Attacks	
Distraction (Su)	[PFCR, p.36]
You can use your performance to counter magic effects that depend on sight.	
Fascinate (Su)	[PFCR, p.37]
You can use your performance to cause up to 2 creatures to become fascinated with you.	
Suggestion (Sp)	[PFCR, p.37]
You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated.	

Special Qualities

Adaptability (Ex)	[PFCR, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
Armored Casting (Ex)	[PFCR, p.35]
You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.	
Bardic Knowledge (Ex)	[PFCR, p.35]
You add +3 to all Knowledge checks and may make all Knowledge skill checks untrained.	
Bardic Performance	[PFCR, p.35]
You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired.	
Cantrips	[PFCR, p.38]
You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Versatile Performance (Comedy) (Ex)	[PFCR, p.38]
You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills.	
Countersong (Su)	[PFCR, p.36]
You can counter magic effects that depend on sound (but not spells that have verbal components).	
Elf Blood (Ex)	[PFCR, p.24]
Half-elves count as both elves and humans for any effect related to race.	
Elven Immunities (Ex)	[PFCR, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Inspire Competence (Su)	[PFCR, p.37]
You can use your performance to help an ally succeed at a task.	
Inspire Courage (Su)	[PFCR, p.37]
You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities.	
Keen Senses (Ex)	[PFCR, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
Lore Master (Ex)	[PFCR, p.38]
You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 1 times per day, you can take 20 on any Knowledge skill check as a standard action.	
Multitalented (Ex)	[PFCR, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	
Versatile Performance (Sing) (Ex)	[PFCR, p.38]
You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills.	
Well-Versed (Ex)	[PFCR, p.38]
You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.	

Feats

Extra Performance	[PFCR, p.124]
You can use your bardic performance ability more often than normal	
Point-Blank Shot	[PFCR, p.131]
You are especially accurate when making ranged attacks against close target.	
Precise Shot	[PFCR, p.131]
You are adept at firing ranged attacks into melee.	
Skill Focus (Perform (Sing))	[PFCR, p.134]
You are particularly adept at your chosen skill.	
Armor Proficiency, Light	[PFCR, p.118]
You are skilled at wearing light armor.	
Shield Proficiency	[PFCR, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[PFCR, p.133]
You are trained in the use of basic weapons.	

PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Sap, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Sword (Short), Unarmed Strike, Whip

TEMPLATES

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	4	—	—	—	—
PER DAY	at will	6	4	—	—	—	—
Concentration	+11						

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.	DC: 15, Will negates SR: Yes	1 standard action	1 round	Close (40 ft.)	V, S, M	PFCR: p.264 Caster Level: 6 Concentration: +11
□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	PFCR: p.267 Caster Level: 6 Concentration: +11
□□□□ Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.	DC: 15, Will disbelief SR: No	1 standard action	6 rounds [D]	Close (40 ft.)	V, S, M	PFCR: p.289 Caster Level: 6 Concentration: +11
□□□□ Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.	SR:	1 standard action	60 minutes	Personal	V, S, F	PFCR: p.330 Caster Level: 6 Concentration: +11
□□□□ Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	PFCR: p.334 Caster Level: 6 Concentration: +11
□□□□ Summon Instrument <i>School:</i> Conjuration (Summoning) <i>Effect:</i> This spell summons one handheld musical instrument of your choice.	SR: No	1 round	6 minutes [D]	0 ft.	V, S	PFCR: p.350 Caster Level: 6 Concentration: +11

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Cure Light Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.	DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263 Caster Level: 6 Concentration: +11
□□□□ Detect Secret Doors <i>School:</i> Divination <i>Effect:</i> You can detect secret doors, compartments, caches, and so forth.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	PFCR: p.268 Caster Level: 6 Concentration: +11
□□□□ Feather Fall <i>School:</i> Transmutation <i>Effect:</i> The affected creatures or objects fall slowly.	DC: 16, Will negates (harmless) or Will negates (object); SR: Yes (object)	1 immediate action	Until landing or 6 rounds	Close (40 ft.)	V	PFCR: p.281 Caster Level: 6 Concentration: +11
□□□□ Unseen Servant <i>School:</i> Conjuration (Creation) <i>Effect:</i> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command.	SR: No	1 standard action	6 hours	Close (40 ft.)	V, S, M	PFCR: p.364 Caster Level: 6 Concentration: +11

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Cure Moderate Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+6 points of damage.	DC: 17, Will half (harmless) or Will half; see text SR: Yes (harmless) or yes; see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263 Caster Level: 6 Concentration: +11
□□□□ Detect Thoughts <i>School:</i> Divination [Mind-Affecting] <i>Effect:</i> You detect surface thoughts.	DC: 17, Will negates; see text SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S, F/DF	PFCR: p.268 Caster Level: 6 Concentration: +11
□□□□ Heroism <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell imbues a single creature with great bravery and morale in battle.	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	60 minutes	Touch	V, S	PFCR: p.295 Caster Level: 6 Concentration: +11
□□□□ Invisibility <i>School:</i> Illusion (Glamer) <i>Effect:</i> The creature or object touched becomes invisible.	DC: 17, Will negates (harmless) or Will negates (harmless, object) SR: Yes (harmless) or yes (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	PFCR: p.301 Caster Level: 6 Concentration: +11

* =Domain/Specialty Spell

Francesca Raven

Half-Elf
RACE
27
AGE
Male
GENDER
Low-light
VISION
Chaotic Good
ALIGNMENT
Right
DOMINANT HAND
5' 6"
HEIGHT
130 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Lira Sorrowsong (Drow Bard) - created trio of magical instruments that were keys to unlock something. Flute, Harp, Drum, Organ.

Biography:

Notes:

Character Sheet Notes:

Hidden:

#Character Sheet Plugin Properties

#Sun Nov 27 19:53:10 CST 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=