

**Francesca Raven**

NAME  
 Brd5 13539  
 CLASS EXPERIENCE  
 5 15000  
 Character Level NEXT LEVEL

**Liz**

PLAYERNAME  
 Half-Elf Medium  
 RACE SIZE  
 27 Male  
 AGE GENDER

DEITY  
 5' 6" 130 lbs.  
 HEIGHT WEIGHT  
 /  
 EYES HAIR

**Chaotic Good**

ALIGNMENT  
 Low-light  
 VISION  
 0  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	11	+0	11	+0	11	+0
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	11	+0	11	+0	11	+0
<b>INT</b> Intelligence	15	+2	15	+2	15	+2
<b>WIS</b> Wisdom	13	+1	13	+1	13	+1
<b>CHA</b> Charisma	21	+5	21	+5	21	+5

<b>HP</b> hit points	40
<b>AC</b> armor class	18
TOTAL	15
FLAT	13
TOUCH	10
BASE	2
ARMOR BONUS	2
SHIELD BONUS	3
STAT	0
SIZE	1
NATURAL ARMOR	0
DEFLEC-TION	0
MISC	0

<b>INITIATIVE</b> modifier	+3	=	+3	+	+0
TOTAL					
<b>BASE ATTACK</b> bonus	+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional modifiers +4 vs. Bardic Performance, sonic, and language-dependent effects
<b>FORTITUDE</b> (constitution)	+1	+1	+0	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+7	+4	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+4	+1	+0	+0	+0		

ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+3	+0	+0	+0	+0	
<b>RANGED</b> attack bonus	+6	+3	+3	+0	+0	+0	
<b>CMB</b> attack bonus	+3	+3	+0	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>Offense</b>	+3	+3	+3	+3	+3	+3
<b>Defense</b>	16	16	16	16	16	16

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3	20/x2	5 ft.

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam				
1H-P	+3	1d4	2W-P(OH)	-3				1d4
1H-O	-1	1d4	2W-P(OL)	-1				1d4
2H	+3	1d4	2W-OH	-5				1d4
TH	10 ft. +7	20 ft. +5	30 ft. +3	40 ft. +0				50 ft. -2
Dam	1d4+1	1d4+1	1d4+1	1d4				1d4
<b>Special Properties</b>								

Masterwork 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	10 ft. +8	20 ft. +6	30 ft. +4	40 ft. +1				50 ft. -1
Dam	1d4+1	1d4+1	1d4+1	1d4				1d4
<b>Special Properties</b>								

Shortbow				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam				
TH	30 ft. +7	60 ft. +6	120 ft. +4	180 ft. +2				240 ft. +0
Dam	1d6+1	1d6	1d6	1d6				1d6
<b>Special Properties</b>								

\*: 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
*Shield, Heavy Wooden	Heavy	+2	-2	15	
*Amulet of Natural Armor +1		+1	+0	0	

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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5	MISC MODIFIER
✓ Acrobatics		DEX	5	=	3	+1.0	+1
✓ Appraise		INT	8	=	2	+3.0	+3
✓ Bluff		CHA	9	=	5	+1.0	+3
✓ Climb		STR	2	=	0	+1.0	+1
✓ Craft (Untrained)		INT	2	=	2	+	+
✓ Diplomacy		CHA	10	=	5	+2.0	+3
✓ Disguise		CHA	5	=	5	+	+
✓ Escape Artist		DEX	5	=	3	+1.0	+1
✓ Fly		DEX	1	=	3	+	+2
✓ Heal		WIS	1	=	1	+	+
✓ Intimidate		CHA	9	=	5	+1.0	+3
Knowledge (History)		INT	9	=	2	+2.0	+5
Knowledge (Local)		INT	10	=	2	+3.0	+5
✓ Knowledge (Untrained)		INT	4	=	2	+	+2
✓ Perception		WIS	11	=	1	+5.0	+5
✓ Perform (Comedy)		CHA	13	=	5	+5.0	+3
✓ Perform (Sing)		CHA	16	=	5	+5.0	+6
✓ Perform (String Instruments)		CHA	13	=	5	+5.0	+3
✓ Perform (Untrained)		CHA	5	=	5	+	+
✓ Ride		DEX	1	=	3	+	+2
✓ Sense Motive		WIS	5	=	1	+1.0	+3
✓ Spellcraft		INT	6	=	2	+1.0	+3
✓ Stealth		DEX	5	=	3	+1.0	+1
✓ Survival		WIS	1	=	1	+	+
✓ Swim		STR	-2	=	0	+	+2
✓ Use Magic Device		CHA	11	=	5	+2.0	+4
				=	+	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Amulet of Natural Armor +1</b>	Equipped	1	0.02	2000.0
Dagger	Handy Haversack	3	1.0 (3.0)	2.0 (6.0)
Leather	Equipped	1	15.0	10.0
Entertainer's Outfit	Equipped	1	4.0	0.0
Pouch (Belt) 1.28 lbs., 1 Sealing Wax, 1 Signet Ring, 7 Coin (Copper Piece), 7 Coin (Silver Piece)	Equipped	1	0.5	1.0
Shield, Heavy Wooden	Equipped	1	10.0	7.0
Masterwork Dagger	Handy Haversack	1	1.0	302.0
Shortbow 0 lbs.	Handy Haversack	1	2.0	30.0
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)
<b>Handy Haversack</b> 48.49 lbs., 39 Arrow, 1 Bedroll, 5 Chalk (1 Piece), 7 Coin (Gold Piece), 3 Dagger, 2 Ink (1 oz. Vial), 1 Inkpen, 1 Magnifying Glass, 1 Masterwork Dagger, 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 Thunderstone, 1 Waterskin (Filled), 1 Whetstone	Equipped	1	5.0	2000.0
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 a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.	Handy Haversack	1	0.0	100.0
Masterwork Musical Instrument (Harp) silver with Jade (Masterwork Musical Instrument (Harp))	Handy Haversack	1	3.0	100.0
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0
Parchment (Sheet)	Handy Haversack	5	0.0 (0.0)	0.2 (1.0)
<b>Potion of Spider Climb</b> Climb and travel on vertical surfaces for 30 minutes □	Handy Haversack	1	0.0	300.0
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.) 4 hp, DC 24 Strength check to burst	Handy Haversack	1	5.0	10.0
Sealing Wax	Pouch (Belt)	1	1.0	1.0
Signet Ring	Pouch (Belt)	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)
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			31.8 lbs.	5939.22 gp

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

MONEY	
Coin (Gold Piece):	7[Handy Haversack]
Coin (Silver Piece):	7[Pouch (Belt)]
Coin (Copper Piece):	7[Pouch (Belt)]
Total = 7.77 gp	

Traits	
<b>Dangerously Curious</b>	[PFCT, p.5]
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.	
<b>Sacred Touch</b>	[PFCT, p.5]
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	
<b>Distraction (Su)</b>	[PFCR, p.36]
You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.	
<b>Fascinate (Su)</b>	[PFCR, p.37]
You can use your performance to cause up to 2 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 17) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.	

Special Qualities	
<b>Adaptability (Ex)</b>	[PFCR, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
<b>Armored Casting (Ex)</b>	[PFCR, p.35]
You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.	
<b>Bardic Knowledge (Ex)</b>	[PFCR, p.35]
You add +2 to all Knowledge checks and may make all Knowledge skill checks untrained.	
<b>Bardic Performance</b>	[PFCR, p.35]
You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 23 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.	
<b>Cantrips</b>	[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.	
<b>Countersong (Su)</b>	[PFCR, p.36]
You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your 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 your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.	
<b>Elf Blood (Ex)</b>	[PFCR, p.24]
Half-elves count as both elves and humans for any effect related to race.	
<b>Elven Immunities (Ex)</b>	[PFCR, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Inspire Competence (Su)</b>	[PFCR, p.37]
You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.	
<b>Inspire Courage (Su)</b>	[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. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.	
<b>Keen Senses (Ex)</b>	[PFCR, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
<b>Lore Master (Ex)</b>	[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.	
<b>Multitalented (Ex)</b>	[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.	
<b>Versatile Performance (Sing) (Ex)</b>	[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. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.	
<b>Well-Versed (Ex)</b>	[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	
<b>Extra Performance</b>	[PFCR, p.124]
You can use bardic performance for 6 additional rounds per day.	
<b>Point-Blank Shot</b>	[PFCR, p.131]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
<b>Precise Shot</b>	[PFCR, p.131]
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
<b>Skill Focus (Perform (Sing))</b>	[PFCR, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
<b>Armor Proficiency, Light</b>	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
<b>Shield Proficiency</b>	[PFCR, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
<b>Simple Weapon Proficiency</b>	[PFCR, p.133]
You make attack rolls with simple weapons without penalty.	

### PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, 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, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike, Whip

### LANGUAGES

Common, Dwarven, Elven, Orc

### TEMPLATES

## Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	3	0	0	0	0
PER DAY	0	6	3	0	0	0	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daze	15	Will negates	1 standard	1 round	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.					<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□□ Detect Magic		None	1 standard	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Ghost Sound	15	Will disbelief	1 standard	5 rounds [D]	Close (35 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.					<i>Target:</i> Illusory sounds				
□□□□□ Read Magic			1 standard	50 minutes	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You				
□□□□□ Resistance	15	Will negates (harmless)	1 standard	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□□ Summon Instrument		None	1 round	5 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)	PFCR: p.350
<i>Effect:</i> This spell summons one handheld musical instrument of your choice.					<i>Target:</i> One summoned handheld musical instrument				

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cure Light Wounds	16	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.					<i>Target:</i> Creature touched				
□□□□□ Detect Secret Doors		None	1 standard	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You can detect secret doors, compartments, caches, and so forth.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Feather Fall	16	Will negates (harmless) or Will negates (object);	1 immediate	Until landing or 5 rounds	Close (35 ft.)	V	Yes (object)	Transmutation	PFCR: p.281
<i>Effect:</i> The affected creatures or objects fall slowly.					<i>Target:</i> 5 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
□□□□□ Unseen Servant		None	1 standard	5 hours	Close (35 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.364
<i>Effect:</i> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command.					<i>Target:</i> One invisible, mindless, shapeless servant				

### LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cure Moderate Wounds	17	Will half (harmless) or Will half; see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless) or yes; see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage.					<i>Target:</i> Creature touched				
□□□□□ Detect Thoughts	17	Will negates; see text	1 standard	Concentration, up to 5 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]	PFCR: p.268
<i>Effect:</i> You detect surface thoughts.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Heroism	17	Will negates (harmless)	1 standard	50 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.295
<i>Effect:</i> This spell imbues a single creature with great bravery and morale in battle.					<i>Target:</i> Creature touched				

\* =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 Oct 02 17:05:19 CDT 2011

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