

Half-Elf Bard



Female Half-Elf Bard 7 - CR 6

Chaotic Good Humanoid (Elf, Human); Age: **27**; Height: **5' 4"**; Weight: **110lb.**; Eyes: **Green**; Hair: **Red**; Skin: **Nice**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	20/22	+5/+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
	Elven Immunities: +2 vs. enchantments, Well Versed : +4 vs. bardic performance, sonic, and language-dependant effects						
REFLEX (DEXTERITY)	+8	=	+5	+3			
	Elven Immunities: +2 vs. enchantments, Well Versed : +4 vs. bardic performance, sonic, and language-dependant effects						
WILL (WISDOM)	+6	=	+5	+1			
	Elven Immunities: +2 vs. enchantments, Well Versed : +4 vs. bardic performance, sonic, and language-dependant effects						

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20	=	+6		+3			+1	
Touch AC	14		Flat-Footed AC		16				
			BAB	Strength	Size	Misc			
CM Bonus	+7	=	+5	+2	-	-			
			BAB	Strength	Dexterity	Size			
CM Defense	21	=	10	+5	+2	+3	-		
Base Attack	+5		HP		77				
			Damage / Current HP						
Initiative	+3								
Speed	30 / 40 ft								

+1 Cold Iron Longsword

Mainhand: **+8, 1d8+3** Crit: 19-20/x2
 Both Hands: **+8, 1d8+4** 1-Hand, S
+1 Flaming Composite shortbow (Str +2)

Ranged, Both Hands: **+10, 1d6+3+1d6** Crit: x3
fire Rng: 70'
 2-Hand, P

Dagger

Mainhand: **+7, 1d4+2** Crit: 19-20/x2
 Ranged: **+8, 1d4+2** Rng: 10'
 Light, P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+13	DEX (3)	7	
Boots of striding and springing : +5 competence bonus to jump, Speed greater than 30' : +4 jump				
Appraise	+6	INT (2)	1	
Bluff	+19	CHA (6)	-	
Climb	+6	STR (2)	1	
Diplomacy	+18	CHA (6)	-	
Disable Device	-	DEX (3)	-	
Disguise	+10	CHA (6)	1	
Escape Artist	+7	DEX (3)	1	
Fly	+3	DEX (3)	-	
Handle Animal	-	CHA (6)	-	
Heal	+1	WIS (1)	-	
Intimidate	+18	CHA (6)	-	
Knowledge (arcana)	+10	INT (2)	2	
Knowledge (dungeoneering)	+10	INT (2)	2	
Knowledge (engineering)	+10	INT (2)	2	
Knowledge (geography)	+10	INT (2)	2	
Knowledge (history)	+10	INT (2)	2	
Knowledge (local)	+10	INT (2)	2	
Knowledge (nature)	+10	INT (2)	2	
Knowledge (nobility)	+10	INT (2)	2	
Knowledge (planes)	+10	INT (2)	2	
Knowledge (religion)	+10	INT (2)	2	
Linguistics	+6	INT (2)	1	
Perception	+13	WIS (1)	7	
Perform (keyboard instruments)	+18	CHA (6)	7	
Perform (sing)	+19	CHA (6)	7	
Ride	+3	DEX (3)	-	
Sense Motive	+19	WIS (1)	-	
Sleight of Hand	+7	DEX (3)	1	
Spellcraft	+6	INT (2)	1	
Stealth	+7	DEX (3)	1	
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	
Use Magic Device	+16	CHA (6)	7	

Feats, Traits & Flaws

- Arcane Strike**
As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.
- Armor Proficiency (Light)**
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.
- Bard Weapon Proficiencies**
You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.
- Dodge**
+1 AC.

Feats, Traits & Flaws

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Perform [sing])

You get a +3 bonus on all checks involving the chosen skill.

Toughness +7

You gain +3 hit points.

Weapon Focus (Shortbow)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

+2 Mithral Chain shirt

+6

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

Total Weight Carried: 40.5/175lbs, Light Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

+1 Cold Iron Longsword	4 lbs
+1 Flaming Composite shortbow (Str +2)	2 lbs
+2 Mithral Chain shirt	12.5 lbs
Alchemist's fire	1 lb
Arrows x40	0.15 lbs
Bedroll <In: Handy haversack (7 @ 13.42 lbs)>	5 lbs
Boots of striding and springing	1 lb
Dagger	1 lb
Explorer's Outfit (Free)	-
Handy haversack (7 @ 13.42 lbs)	5 lbs
Headband of alluring charisma +2	1 lb
Money <In: Handy haversack (7 @ 13.42 lbs)>	0.42 lbs
Musical instrument, masterwork: Accordion <In: Handy 3 lbs	3 lbs
Potion of cure light wounds x2	-
Potion of cure moderate wounds	-
Silk rope <In: Handy haversack (7 @ 13.42 lbs)>	5 lbs
Tindertwig x3 <In: Handy haversack (7 @ 13.42 lbs)>	-
Torch x3	1 lb
Waterskin	4 lbs

Special Abilities

Bardic Knowledge +3 (Ex)

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

Bardic Performance (move action) (22 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard

Bardic Performance: Countersong (Su)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature

Bardic Performance: Distraction (Su)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard

Bardic Performance: Fascinate (3 targets) (DC 19) (Su)

At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard

Bardic Performance: Inspire Competence +3 (Su)

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she

Experience & Wealth

Experience Points: 35000/51000

Current Cash: 6 GP, 8 SP, 7 CP

Special Abilities

Bardic Performance: Inspire Courage +2 (Su)

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's

Bardic Performance: Suggestion (DC 19) (Sp)

A bard of 6th level or higher can use his performance to make a suggestion (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a

Elf Blood

You are counted as both elven and human for any effect relating to race.

Lore Master (1/day) (Ex)

At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Versatile Performance (Keyboard Instruments) +18 (Ex)

You may substitute the final value of your Perform: Keyboard Instruments skill for Diplomacy or Intimidate checks

Versatile Performance (Singing) +19 (Ex)

You may substitute the final value of your Perform: Sing skill for Bluff or Sense Motive checks

Well Versed (Ex)

At 2nd level, the bard becomes resistant to the bardic performance of others, and to sonic effects in general. The bard gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects.

Tracked Resources

Alchemist's fire

Arrows

Bardic Performance (move action) (22 rounds/day)

Dagger

Lore Master (1/day) (Ex)

Potion of cure light wounds

Potion of cure moderate wounds

Tindertwig

Torch

Languages

Common

Dwarven

Elven

Giant

Orc

Spells & Powers

Bard Spell DC: 16 + spell level

CL: 7 (vs. SR: +7, Concentration: +13)

Melee Touch +7 Ranged Touch +8

Maximum Bard spells known / per day: **6***/x0; **5/6**x1;
4/5x2; **2/2**x3

Bard 0: Mage Hand, Prestidigitation (DC 16), Detect Magic, Dancing Lights, Message, Light

Bard 1: Confusion, Lesser (DC 17), Expeditious Retreat, Grease (DC 17), Cure Light Wounds, Feather Fall (DC 17)

Bard 2: Cure Moderate Wounds, Tongues, Invisibility, Glitterdust

Bard 3: Haste, Confusion (DC 19)