

## 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
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	20/22	+5/+6	

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

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	20	=	+6		+3			+1	
<b>Touch AC</b>	14		<b>Flat-Footed AC</b>		16				
			BAB	Strength	Size	Misc			
<b>CM Bonus</b>	+7	=	+5	+2	-	-			
			BAB	Strength	Dexterity	Size			
<b>CM Defense</b>	21	=	10	+5	+2	+3	-		
<b>Base Attack</b>			+5						
									<b>HP</b>
									77
									Damage / Current HP
<b>Initiative</b>			+3						
<b>Speed</b>			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
<b>Acrobatics</b>	+13	DEX (3)	7	
	Boots of striding and springing : +5 competence bonus to jump, Speed greater than 30' : +4 jump			
<b>Appraise</b>	+6	INT (2)	1	
<b>Bluff</b>	+19	CHA (6)	-	
<b>Climb</b>	+6	STR (2)	1	
<b>Diplomacy</b>	+18	CHA (6)	-	
<b>Disable Device</b>	-	DEX (3)	-	
<b>Disguise</b>	+10	CHA (6)	1	
<b>Escape Artist</b>	+7	DEX (3)	1	
<b>Fly</b>	+3	DEX (3)	-	
<b>Handle Animal</b>	-	CHA (6)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+18	CHA (6)	-	
<b>Knowledge (arcana)</b>	+10	INT (2)	2	
<b>Knowledge (dungeoneering)</b>	+10	INT (2)	2	
<b>Knowledge (engineering)</b>	+10	INT (2)	2	
<b>Knowledge (geography)</b>	+10	INT (2)	2	
<b>Knowledge (history)</b>	+10	INT (2)	2	
<b>Knowledge (local)</b>	+10	INT (2)	2	
<b>Knowledge (nature)</b>	+10	INT (2)	2	
<b>Knowledge (nobility)</b>	+10	INT (2)	2	
<b>Knowledge (planes)</b>	+10	INT (2)	2	
<b>Knowledge (religion)</b>	+10	INT (2)	2	
<b>Linguistics</b>	+6	INT (2)	1	
<b>Perception</b>	+13	WIS (1)	7	
<b>Perform (keyboard instruments)</b>	+18	CHA (6)	7	
<b>Perform (sing)</b>	+19	CHA (6)	7	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+19	WIS (1)	-	
<b>Sleight of Hand</b>	+7	DEX (3)	1	
<b>Spellcraft</b>	+6	INT (2)	1	
<b>Stealth</b>	+7	DEX (3)	1	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+2	STR (2)	-	
<b>Use Magic Device</b>	+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.



## 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;  
**4/5**x2; **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)