James CHARACTER NAME		PLAYER		-	Υ Γ	UNGEE)NŞ
Bard	Human	Male I				<u>نې</u>	
3 Medium	Humanoid (Human)	0			′ 1	JRAGØ ł	
LEVEL SIZE ABILITY ABILITY	TYPE TEMP. TEMP.	AGE F	WOUNDS/CURRENT HP	EYES HAIR	CHARA	CTER RECORD	SHEET
ABLITYNAME SCORE MODIFIE		HP 20	WOUNDAGORNENT HP			30 ft/x4	
DEX 16 +3		AC 16	= 10 + +3 + +0 +		+0	_1	
DEXTERITY		DR CLASS TOTAL	ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECT MODIFER MODIFIER ARMOR MOD	MISC MOD	ARMOR DAMA CHECK	AGE REDUCTION
CON 13 +1			FLAT-FOOTED 13	SKILLS		PENALTY	(RANKS 6/3
INT 13 +1	ARMO	DUCH 13	FLAT-FOOTED ARMOR CLASS 13	SKILL NAME	KEY ABILITY		RANKS MISC. MODIFIER
WIS 8 -1			· ·	□ Appraise ¹		+1 = 1 + +2 = 3 +	++
CHA 18 +4		MODIFIER	+3 = +3 + MISC.	 Balance¹ Bluff¹ 	DEX* CHA	+2 = 3 + +9 = 4 +	+ -1 5 +
CHARISMA		MISC. TEM	MODIFIER MODIFIER		STR*	-1 = +	+ -1
SAVING THROWS TOTAL				Concentration ¹ Craft skills ¹	CON _ INT _	+1 = 1 + +1 = 1 +	+
(CONSTITUTION)	= +1 + +1 + +0	+ +0 +		Decipher Script	INT	+5 = 1 +	4 +
HEFLEX +6	= +3 + +3 + +0	+ +0 +		 Diplomacy¹ Disguise¹ 	CHA CHA	+12 = 4 + +4 = 4 +	4 + 4
WILL +2	= +3 + -1 + +0	+ +0 +		 Disguise¹ Escape Artist¹ 	DEX*	+4 = 4 + +2 = 3 +	+ -1
(WISDOM)] [⊠ Forgery ¹	INT	+1 = 1 +	+
BASE ATTACK BONUS	+2		SPELL	□ Gather Information ¹ ⊠ Heal ¹	CHA WIS	+4 = 4 + -1 = -1 +	+
			RESISTANCE		DEX*	+2 = 3 +	+ -1
GRAPPLE +2 =	+2 + +0 + +0 +	+0	FAILURE 15%	⊠ Intimidate ¹	CHA	+8 = 4 +	2 + 2
TOTAL	BASE STR SIZE ATTACK MODIFIER MODIFIER	MISC. MODIFIER		□ Jump ¹	STR*	<u>-1</u> =+	+ -1
	TOTAL BASE ATTACK	K BONUS STR MODIFIER	SIZE MISC. TEMP. MODIFIER MODIFIER MODIFIER	 Knowledge (arcana) Knowledge (history) 	INT _ INT _	+5 = 1 + +6 = 1 +	<u>4</u> + <u>5</u> +
MELEE	+2 = +2		+++0+++0+	□ Knowledge (nobility)	INT	+5 = 1 +	4 +
				Listen ¹	WIS _	-1 = -1 +	++
RANGED ATTACK BONUS	+5 = +2 TOTAL BASE ATTACH		+ +0 + +0 + SIZE MISC. TEMP.	 Move Silently¹ Perform skills¹ 	DEX* CHA	+2 = 3 + +4 = 4 +	+ -1
	TOTAL BASE ATTACH	MODIFIER	MODIFIER MODIFIER MODIFIER		-		
				 Perform (stringed instruments) 	CHA	+13 = 4 +	6 + 3
WEAPON				 □ Perform (surliged instruments) ⊠ Ride¹ 	DEX	+3 = 3 +	<u>6</u> + <u>3</u> +
WEAPON	TOTAL ATTACK BONUS	DAMAG	E CRITICAL				6 + 3 + + 6 +
Longsword range weight typi	+2 Size	_{рамад} 1 d8	E CRITICAL	 □ Perform (stinged instruments) ☑ Ride¹ ☑ Search¹ □ Sense Motive¹ □ Sleight of Hand 	DEX INT WIS DEX*	+3 = 3 + +1 = 1 + +5 = -1 + +10 = 3 +	+
Longsword	+2 Size	_{рамад} 1 d8	RE CRITICAL 3 19-20/x2 ROPERTIES	 □ Perform (stinged instruments) ☑ Ride¹ ☑ Search¹ □ Sense Motive¹ □ Sleight of Hand ☑ Spot¹ 	DEX INT WIS DEX* WIS	+3 = 3 + +1 = 1 + +5 = -1 + +10 = 3 + -1 = -1 +	+ + + 6 +
Longsword Range weight typi	+2 Size	DAMAG 1d8 special pr One-h	RE CRITICAL 3 19-20/x2 ROPERTIES	 Perform (sumged instruments) Ride' Search' Sleight of Hand Spot' Survival' 	DEX INT WIS DEX*	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +10 \\ -1 \\ -1 \\ -2 \\ \end{array} = \begin{array}{c} 3 \\ -1 \\ -1 \\ -1 \\ -2 \\ \end{array}$	+ + + 6 +
Longsword RANGE WEIGHT TYPI 4 Ib S	+2 Size	DAMAG 1 d8 SPECIAL FI One-h	RE CRITICAL 3 19-20/X2 ROPERTIES anded	 □ Perform (stinged instruments) □ Ride¹ □ Search¹ □ Sense Motive¹ □ Sleight of Hand □ Spot¹ □ Survival¹ 	DEX INT WIS DEX* WIS WIS	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION WEAPON Light Crossbow	+2 Nedium TOTAL ATTACK BONUS +5	DAMAG 3REGIAL PI One-h	e CRITICAL 3 19-20/x2 roperties anded e CRITICAL 3 19-20/x2	 Perform (stinged instruments) Ride1 Search1 Sense Motive1 Sleight of Hand Spot1 Survival1 Swim1 	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +10 \\ -1 \\ -1 \\ -2 \\ \end{array} = \begin{array}{c} 3 \\ -1 \\ -1 \\ -1 \\ -2 \\ \end{array}$	+ + 6 + 6 + 1 + +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION WEAPON	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE	DAMAG 1 d8 SPECIAL FI One-h	e CRITICAL 3 19-20/x2 anded 4 CRITICAL 4 CRITICAL 4 CRITICAL 4 CRITICAL 5 CRITICAL 19-20/x2	 Perform (stinged instruments) Ride1 Search1 Sense Motive1 Sleight of Hand Spot1 Survival1 Swim1 	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION WEAPON Light Crossbow RANGE WEIGHT TYPE	+2 Size Medium Total attack bonus +5 Size	DAMAG 1d8 Special pi One-h DAMAG DAMAG Special pi Two-h	e CRITICAL 3 19-20/x2 anded 4 CRITICAL 4 CRITICAL 4 CRITICAL 4 CRITICAL 5 CRITICAL 19-20/x2	 Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope' 	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION Light Crossbow RANGE WEIGHT TYPE 80 ft 4 Ib P	+2 Size Medium Total attack bonus +5 Size	DAMAG 1d8 Special pi One-h DAMAG DAMAG Special pi Two-h	e CRITICAL 3 19-20/x2 anded anded anded CRITICAL 19-20/x2 ROPERTIES anded	 Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope' 	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword HANGE WEIGHT TYPE 4 lb S AMMUNITION Light Crossbow RANGE WEIGHT TYPE 80 ft 4 lb P AMMUNITION	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium	DAMAG 1d8 SPECIAL PI One-h	e CRITICAL 3 19-20/x2 anded anded anded corrical 19-20/x2 roperties anded	 Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope' 	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 lb S AMMUNITION Light Crossbow RANGE WEIGHT TYPE 80 ft 4 lb P AMMUNITION	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS	DAMAG 1d8 SPECIAL PI One-h	e CRITICAL 3 19-20/x2 anded anded control c	 Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope' 	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION UEAPON Light Crossbow RANGE WEIGHT TYPE 80 ft 4 Ib P AMMUNITION WEAPON RANGE WEIGHT TYPE	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS	DAMAG SPECIAL PI One-h	RE CRITICAL 3 19-20/x2 anded anded Re CRITICAL 19-20/x2 ROPERTIES anded	Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS E SIZE	DAMAG 1d& 3PEGIAL PI One-h	AE CRITICAL 3 19-20/x2 ROPERTIES anded CRITICAL 19-20/x2 ROPERTIES anded CRITICAL CRITICAL CRITICAL CRITICAL	Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION UEAPON Light Crossbow RANGE WEIGHT TYPE 80 ft 4 Ib P AMMUNITION WEAPON RANGE WEIGHT TYPE	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS	DAMAG SPECIAL PI One-h	AE CRITICAL 3 19-20/x2 ROPERTIES anded CRITICAL 19-20/x2 ROPERTIES anded CRITICAL CRITICAL CRITICAL CRITICAL	Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS E SIZE	DAMAG 1d& 3PEGIAL PI One-h	Re CRITICAL 3 19-20/x2 anded 19-20/x2 anded 19-20/x2 Re CRITICAL 19-20/x2 anded CRITICAL ROPERTIES	Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ +3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -1 \\ -$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS E SIZE	DAMAG 1d8 SPEGIAL PI One-h	Re CRITICAL 3 19-20/x2 anded 19-20/x2 anded 19-20/x2 Re CRITICAL 19-20/x2 anded CRITICAL ROPERTIES	Perform (stinged instruments) Ride' Search' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + -2 +
Longsword RANGE WEIGHT TYPE 4 Ib S AMMUNITION	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS E SIZE	DAMAG SPECIAL PI One-h	Re CRITICAL 3 19-20/x2 anded 19-20/x2 anded 19-20/x2 Re CRITICAL 19-20/x2 anded CRITICAL ROPERTIES	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim1 Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + + -2 +
Longsword RANGE WEIGHT TYP 4 Ib S AMMUNITION RANGE WEIGHT TYP 80 ft 4 Ib P AMMUNITION RANGE WEIGHT TYP AMMUNITION RANGE WEIGHT TYP AMMUNITION RANGE WEIGHT TYP	+2 SIZE Medium TOTAL ATTACK BONUS +5 SIZE Medium TOTAL ATTACK BONUS E SIZE	DAMAG SPECIAL PI One-h	AE CRITICAL 3 19-20/x2 anded a	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim1 Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + + -2 +
Longsword RANGE WEIGHT TYPE 4 lb S AMMUNITION	+2 SIZE Neclium TOTAL ATTACK BONUS SIZE SIZE TOTAL ATTACK BONUS SIZE TOTAL ATTACK BONUS TOTAL ATTACK BONUS TOTAL ATTACK BONUS	DAMAG 1d8 SPECIAL PI One-h	E CRITICAL	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim1 Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + + -2 +
Longsword RANGE WEIGHT TYP 4 lb S AMMUNITION	+2 SIZE Neclium TOTAL ATTACK BONUS SIZE SIZE TOTAL ATTACK BONUS SIZE TOTAL ATTACK BONUS TOTAL ATTACK BONUS TOTAL ATTACK BONUS	DAMAG SPECIAL PI DAMAG SPECIAL PI DAMAG SPECIAL PI DAMAG SPECIAL PI DAMAG	E CRITICAL	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim1 Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + + -2 +
Longsword RANGE WEIGHT TYP AMMUNITION KEAPON Light Crossbow AMGE WEIGHT TYP 80 ft 4 lb P AMMUNITION KEAPON RANGE WEIGHT TYP AMMUNITION KEAPON RANGE WEIGHT TYP AMMUNITION KEAPON RANGE WEIGHT TYP	+2 SIZE Neclium TOTAL ATTACK BONUS SIZE SIZE TOTAL ATTACK BONUS SIZE TOTAL ATTACK BONUS TOTAL ATTACK BONUS TOTAL ATTACK BONUS	DAMAG 3PECIAL PI One-h	E CRITICAL A 19-20/x2 ROPERTIES anded CRITICAL A 19-20/x2 ROPERTIES CRITICAL ROPERTIES CRITICAL ROPERTIES CRITICAL ROPERTIES CRITICAL ROPERTIES CRITICAL ROPERTIES	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + + -2 +
Longsword RANGE WEIGHT TYP 4 Ib S AMMUNITION UIGHT TYP AMMUNITION	+2 SIZE Nedium Total attack bonus SIZE Total attack bonus SIZE Total attack bonus SIZE Total attack bonus SIZE SIZE SIZE SIZE SIZE SIZE SIZE SIZE	DAMAG SPECIAL PI One-h	AE CRITICAL 3 19-20/x2 ADDERTIES anded AE CRITICAL 3 19-20/x2 ADDERTIES ADDE	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + + -2 +
Longsword RANGE WEIGHT TYPE 4 lb S AMMUNITION	+2 SIZE Neclium TOTAL ATTACK BONUS SIZE SIZE TOTAL ATTACK BONUS SIZE TOTAL ATTACK BONUS TOTAL ATTACK BONUS TOTAL ATTACK BONUS	DAMAG 3PECIAL PI One-h	AE CRITICAL 3 19-20/x2 ADDERTIES anded AE CRITICAL 3 19-20/x2 ADDERTIES ADDE	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX INT WIS DEX* WIS STR**	$\begin{array}{c} +3 \\ +1 \\ +5 \\ +5 \\ -1 \\ -1 \\ -2 \\ +3 \\ -3 \\ -3 \\ -1 \\ -1 \\ -1 \\ -1 \\ -3 \\ -1 \\ -1$	+ + 6 + 6 + 1 + + + + + -2 +
Longsword RANGE WEIGHT TYP 4 Ib S AMMUNITION Ught Crossbow RANGE WEIGHT TYP 80 ft 4 Ib P AMMUNITION RANGE WEIGHT TYP AMMUNITION	+2 SIZE Nedium Total attack bonus +5 SIZE Nedium Total attack bonus SIZE SIZE Total attack bonus SIZE SIZE Total attack bonus SIZE Total attack bonus SIZE Total attack bonus	DAMAG SPECIAL PI One-h	ROPERTIES ROPERT	Ride' Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX	$\begin{array}{c} +3 \\ +3 \\ +1 \\ = \\ 1 \\ +1 \\ +1 \\ = \\ 1 \\ +1 \\ +$	+ 6 + <t< td=""></t<>
Longsword RANGE WEIGHT TYP 4 Ib S AMMUNITION Ught Crossbow RANGE WEIGHT TYP 80 ft 4 Ib P AMMUNITION RANGE WEIGHT TYP AMMUNITION	+2 SIZE Nedium Total attack bonus +5 SIZE Nedium Total attack bonus SIZE SIZE Total attack bonus SIZE SIZE Total attack bonus SIZE Total attack bonus SIZE Total attack bonus		ROPERTIES ROPERT	Perform (stinged instruments) Ride' Search' Sense Motive' Sleight of Hand Spot' Survival' Swim' Use Rope'	DEX	+3 $=$ 3 $+$ $+1$ $=$ 1 $+$ $+5$ $=$ 1 $+$ $+10$ $=$ $+$ $ -1$ $=$ $+$ $ -1$ $=$ $+$ $ -2$ $+$ $ +$ -2 $+$ $ +$ -2 $+$ $ +$ -2 $+$ $ +$ -2 $ +$ $ -1$ -1 -1 $+$ -2 $ +$ $ -1$ -1 -1 $+$ $ =$ $+$ $=$ $+$ $+$ $=$ $+$ $=$ $+$ $+$ $=$ $+$ $=$ $+$ $+$ $+$ $=$ $+$ $=$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$	+ - - - - - - - - - - - - -

		SPECIAL ABILITIES/FEATS
	3001/6000	— RACE ABILITIES — • Base land speed of 30 feet.
CAMPAIGN	EXPERIENCE POINTS	Favored Class: Any CLASS ABILITIES —
GEAR		 Proficient in light armor, and all shields(except tower shields) Proficient with all simple weapons, and with Longsword, Rapier, Sap,
ARMOR/PROTECTIVE ITEM	ARMOR BONUS MAX DEX BONUS	Shortbow, Composite Shortbow, Short Sword, Whip, Whip, dager. • You can cast bard spells while wearing light armor without incurring
Studded Leather Light	+3 +5	the normal arcane spell failure chance. • Bardic Knowledge(Ex): You possess a special Knowledge skill for stray
ACP SPELL FAILURE SPEED WEIGHT -1 15% 30 20	SPECIAL PROPERTIES	 bardic Knowledge(Ex). Tou possess a special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+6 Bardic Music: Performances can create varied magical effects 3 times
		per day.
SHIELD/PROTECTIVE ITEM	JS WEIGHT CHECK PENALTY SPELL FAILU	magical effect. Anyone within 50 feet can use your renorm check in
SDECIAL	PROPERTIES	place of their saving throw. You can maintain a countersong for 10 rounds.
SPECIAL	PROPERTIES	¤ Fascinate(Sp): You can fascinate 1 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to
		3 round(s). nu Inspire Courage(Su): While singing, all allies who can hear you gain a
TEM Wgt	DSSESSIONS	+1 morale bonus to saving throws against charm and fear effects, and a +1 morale bonus to attack and weapon damage rolls. The effect lasts as
		long as you sing plus 5 rounds. Inspire Competence(Su): You can help an ally succeed at a task. They
		get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2
		• Dodge • Skill Focus (Perform (stringed instruments))
		• Toughness
		—
		—
		—
		—
		—
	TOTAL WEIGHT CARRIED	
NOTES	LANGUAGES	
	Common	
	Celestial	
		CARRYING INFO TURN/REBUKE ATTEMPTS
		- 1-38 39-76 77-115 Used Used Check Modifier
		LIGHT HEAVY LOAD MED LOAD LOAD Turning/Reb Most Powerful Undead
		uking Affected(MaxHD) # of HD Turned/Hebuked
		115 230 575 00 1-3 If your cleric level is double the HD of the underd or
		LIFT OVER LIFT OFF PUSH HEAD GROUND DRAG 4-6 destroyed/commanded
		MONEY 7-9 rather than tumed/rebuked. Dispelling rebuking/tuming Dispelling rebuking/tuming works like tuming/rebuking.
		CP CP 13-15 but you must equal or exceed the check result of
		SP 16-18 the cleric who rebuked/turned.
		PP 19-21 22+