

CHARACTER NAME	
Bard 2	
CLASS	
2 / 1	2000 / 5000
Character Level / CR	EXP / NEXT LEVEL

PLAYER NAME	
Human	Medium / 5 ft.
RACE	SIZE / FACE
20	Male
AGE	GENDER

DEITY
6' 7"
HEIGHT
Brown
EYES

REGION
205 lbs.
WEIGHT
Black, Short
HAIR

ALIGNMENT
Normal
VISION
15
POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	10		+0		
<b>DEX</b> Dexterity	14		+2		
<b>CON</b> Constitution	10		+0		
<b>INT</b> Intelligence	13		+1		
<b>WIS</b> Wisdom	12		+1		
<b>CHA</b> Charisma	16		+3		

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
hit points	16														Walk 30 ft.			
AC	14	12	12	= 10	+ 1	+ 1	+ 2	+ 0	+ 0	+ 0	+ 0	+ 0			10	-1	0	
armor class	TOTAL	FLAT	TOUCH	IS	BASE	ARMOR	SHIELD	STAT	SIZE	NATURAL	DEFLECTION	DODGE	MISC	MISS	ARCANE	ARMOR	SPELL	
						FOUR	ROUNDER			ARMOR				CHANCE	RESIST		RESIST	

<b>INITIATIVE</b> modifier	<b>+2</b>	=	<b>+2</b>	+	<b>+0</b>
	TOTAL		DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus					
	<b>+1</b>				

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)	+0	= +0	+ +0	+ +0	+ +0	+ +0	+ <div></div>	
<b>REFLEX</b> (dexterity)	+5	= +3	+ +2	+ +0	+ +0	+ +0	+ <div></div>	
<b>WILL</b> (wisdom)	+4	= +3	+ +1	+ +0	+ +0	+ +0	+ <div></div>	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+0	=	+1	+0	+0	-1	+0	
<b>RANGED</b> attack bonus	+2	=	+1	+2	+0	-1	+0	
<b>CMB</b> attack bonus	+3	=	+1	+2	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN	
<b>Offense</b>	+3	+3	+3	+3	+3	
<b>Defense</b>	13	13	13	13	13	13

*Club				Hand	Type	Size	Critical	Reach
				Primary	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+0	1d6	2W-P-(OH)	-6			1d6	
1H-O	-4	1d6	2W-P-(OL)	-4			1d6	
2H	+0	1d6	2W-OH	-10			1d6	
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+2	+0	-2	-4			-6	
Dam	1d6	1d6	1d6	1d6			1d6	

* Sap				Hand	Type	Size	Critical	Reach
				Off-hand	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+0	1d6	2W-P-(OH)	-6			1d6	
1H-O	-4	1d6	2W-P-(OL)	-4			1d6	
2H	+0	1d6	2W-OH	-8			1d6	
Special Properties		Deals nonlethal damage (pg. 145)						

\*: 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
*Barding (Padded)	Light	+1	+8	+0	5
*Buckler	Shield	+1		-1	5

TOTAL SKILLPOINTS: 16		SKILLS	MAX RANKS: 2/2				
SKILL NAME			KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	5	=	2	+ 1	+ 2
✓	Appraise	INT	1	=	1		
✓	Bluff	CHA	9	=	3	+ 1	+ 5
✓	Bluff (Perform (Strings))	CHA	3	=	3		
✓	Climb	STR	-1	=	0		+ -1
✓	Craft (Untrained)	INT	1	=	1		
✓	Diplomacy	CHA	7	=	3	+ 1	+ 3
✓	Diplomacy (Perform (Strings))	CHA	3	=	3		
✓	Disable Device	DEX	6	=	2	+ 1	+ 3
✓	Disguise	CHA	9	=	3	+ 1	+ 5
✓	Escape Artist	DEX	5	=	2	+ 1	+ 2
✓	Fly	DEX	1	=	2		+ -1
✓	Heal	WIS	1	=	1		
✓	Intimidate	CHA	9	=	3	+ 2	+ 4
✓	Knowledge (Untrained)	INT	2	=	1		+ 1
✓	Perception	WIS	6	=	1	+ 2	+ 3
	Perform (Comedy)	CHA	7	=	3	+ 1	+ 3
	Perform (String Instruments)	CHA	7	=	3	+ 1	+ 3
✓	Perform (Untrained)	CHA	3	=	3		
✓	Ride	DEX	1	=	2		+ -1
✓	Sense Motive	WIS	6	=	1	+ 2	+ 3
	Sleight of Hand	DEX	6	=	2	+ 2	+ 2
✓	Stealth	DEX	6	=	2	+ 2	+ 2
✓	Survival	WIS	1	=	1		
✓	Swim	STR	-1	=	0		+ -1
				=		+	+
				=		+	+

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

Uses per day

[illegible]

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 9 rounds per hour. 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. [Paizo Inc. - Core Rulebook, p.35]

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Club	Equipped	1	3	0
Sap	Equipped	1	2	1
<small>Deals nonlethal damage (pg. 145)</small>				
Barding (Padded)	Equipped	1	10	10
Outfit (Artisan's)	Equipped	1	4	0
Buckler	Equipped	1	5	5
Musical Instrument (Lute)	Equipped	1	3	5
TOTAL WEIGHT CARRIED/VALUE			27 lbs. / 21 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Common, Read Lips	

Traits	
<b>Bully</b>	[Paizo Inc. - Advanced Player's Guide, p.329]
You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.	
<b>Vagabond Child (urban) (Disable Device)</b>	[Paizo Inc. - Advanced Player's Guide, p.332]
You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment. Select one of the following skills - Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.	

Special Attacks	
<b>Distraction (Su)</b>	[Paizo Inc. - Core Rulebook, 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>	[Paizo Inc. - Core Rulebook, p.37]
You can use your performance to cause up to 1 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 14) 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>Armored Casting (Ex)</b>	[Paizo Inc. - Core Rulebook, 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>	[Paizo Inc. - Core Rulebook, p.35]
You add +1 to all Knowledge checks and may make all Knowledge skill checks untrained.	
<b>Bardic Performance</b>	[Paizo Inc. - Core Rulebook, 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 9 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>Bonus Feat</b>	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
<b>Cantrips</b>	[Paizo Inc. - Core Rulebook, 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>	[Paizo Inc. - Core Rulebook, 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>Inspire Courage (Su)</b>	[Paizo Inc. - Core Rulebook, 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 +1 morale bonus on saving throws against charm and fear effects and a +1 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>Skilled</b>	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Versatile Performance (String Instruments) (Ex)</b>	[Paizo Inc. - Core Rulebook, p.38]
You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.	
<b>Weapon and Armor Proficiency</b>	[Paizo Inc. - Core Rulebook]
A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a sonic component (most do). A multiclass bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.	
<b>Well-Versed (Ex)</b>	[Paizo Inc. - Core Rulebook, 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>Agile Maneuvers</b>	[Paizo Inc. - Core Rulebook, p.117]
You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.	
<b>Deceitful</b>	[Paizo Inc. - Core Rulebook, p.121]
You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	

## PROFICIENCIES

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

## TEMPLATES

Bard Spells

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

LEVEL 0

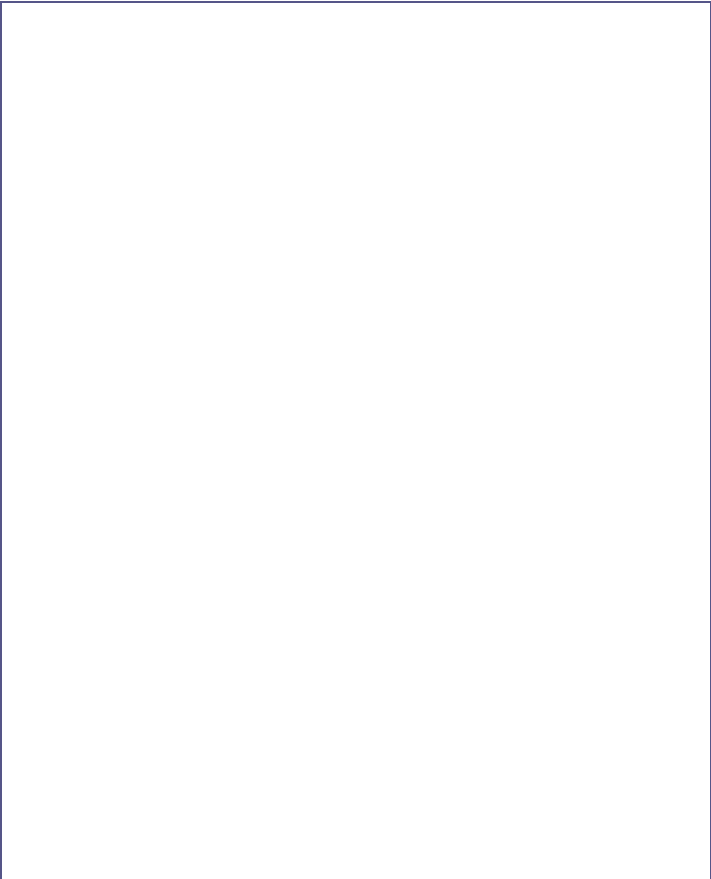
Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■ <a href="#">Ghost Sound</a>	<b>DC: 13, Will disbelief</b>	1 standard action	2 rounds [D]	Close (30 ft.)	V, S, M	CR: p.289
<i>School:</i> Illusion (Figment)	<i>SR:</i> No	<i>Target:</i> Illusory sounds		<i>Caster Level:</i> 2		<i>Concentration:</i> +5
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.						
■■■■■ <a href="#">Lullaby</a>	<b>DC: 13, Will negates</b>	1 standard action	Concentration + 2 rounds [D]	Medium (120 ft.)	V, S	CR: p.305
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> Living creatures within a 10-ft.-radius burst		<i>Caster Level:</i> 2		<i>Concentration:</i> +5
<i>Effect:</i> Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect.						
■■■■■ <a href="#">Open/Close</a>	<b>DC: 13, Will negates (object)</b>	1 standard action	Instantaneous	Close (30 ft.)	V, S, F	CR: p.317
<i>School:</i> Transmutation	<i>SR:</i> Yes (object)	<i>Target:</i> Object weighing up to 30 lbs. or portal that can be opened or closed		<i>Caster Level:</i> 2		<i>Concentration:</i> +5
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.						
■■■■■ <a href="#">Read Magic</a>		1 standard action	20 minutes	Personal	V, S, F	CR: p.330
<i>School:</i> Divination	<i>SR:</i>	<i>Target:</i> You		<i>Caster Level:</i> 2		<i>Concentration:</i> +5
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.						
■■■■■ <a href="#">Summon Instrument</a>		1 round	2 minutes [D]	0 ft.	V, S	CR: p.350
<i>School:</i> Conjuraton (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned handheld musical instrument		<i>Caster Level:</i> 2		<i>Concentration:</i> +5
<i>Effect:</i> This spell summons one handheld musical instrument of your choice.						

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■ <a href="#">Beguiling Gift</a>	DC: 14, Will negates	1 standard action	1 round	5 ft.	V, S, F (the object to be offered)	APG: p.205
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> one creature			<i>Caster Level:</i> 2	<i>Concentration:</i> +5
<i>Effect:</i> Subject immediately accepts an offered item and uses it.						
■■■■■ <a href="#">Disguise Self</a>		1 standard action	20 minutes [D]	Personal	V, S	CR: p.271
<i>School:</i> Illusion (Glamer)	SR:	<i>Target:</i> You			<i>Caster Level:</i> 2	<i>Concentration:</i> +5
<i>Effect:</i> You make yourself—including clothing, armor, weapons, and equipment—look different.						
■■■■■ <a href="#">Solid Note</a>		1 standard action	concentration + 2 rounds	Close (30 ft.)	V	APG: p.245
<i>School:</i> Conjuraton (Creation)	SR: No	<i>Target:</i> one solidified musical note			<i>Caster Level:</i> 2	<i>Concentration:</i> +5
<i>Effect:</i> Creates tangible music note.						

\* =Domain/Speciality Spell

# Ol' Mucky Terrahawk



Human
RACE
20
AGE
Male
GENDER
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
6' 7"
HEIGHT
205 lbs.
WEIGHT
Brown
EYE COLOUR
Black
SKIN COLOUR
Black, Short
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:  
Biography: