

Sergio Fontane (human bard 11 / fighter 5) – AL: NE

Init: +8 (dex + improved init); Speed: 30 ft.
HD: 11d6 + 5d10 + 32; hps: 110

AC: 28/26/24 (+4 Dex, +9/+7/+5 *chain mail* +2, +5 BDB)
Atk: BAB: +13 / +8; Melee: +14/+9; Ranged: +17/+13; +18/+18/+14 *Throwing Knives of Speed*;
+16/+11 Masterwork Sabre (+2) Dmg: 1d4+6 (*knives of throwing*), 1d6+3 (masterwork sabre)

SV Fort +9, Ref +12, Will +8;
Stats: Str 13, Dex 18, Con 14, Int 16, Wis 11, Cha 18

Special Abilities: Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage, Inspire competence, suggestion (DC 19)

Skills: Perform (Singing) +20 - 156 points left
Feats: Weapon Focus (throwing dagger), specialization (throwing dagger), improved initiative, Quickdraw, Combat Expertise, Alertness, Spell Focus (enchantment), Dodge, Mobility, Point Blank Shot

Spells Known: 6/4/4/4/3
Spells / Day: 3 / 4 / 4 / 2

0th – Daze, Dancing Lights, Light, Mending, Ghost Sound, Summon Instrument
1st – Charm Person, Cure Light Wounds, Sleep, Feather Fall
2nd – Suggestion, Eagle's Splendor, Invisibility, Enthrall
3rd – Charm Monster, Dispel Magic

Equipment: *Chainmail* +2, Set of *Throwing Knives of Speed* +2