CHARACTER NAME	CLASS	RACE	PLAYER NAME	SIZE	GENDER	ALIGNMENT	REGION
Millicent Bildrop	Bard	Human		Medium	Male	N	

LEVEL	TYPE	AGE	HEIGHT	WEIGHT	EYES	HAIR	DEITY
10	Humanoid(human)	21	5' 9"	186 lbs			

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	15	+2		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	13	+1		
WIS WISDOM	8	-1		
CHA CHARISMA	16	+3		

HP HIT POINTS	TOTAL	WOUNDS	NON-LETHAL DAMAGE	SPEED
	47			30 ft/x4

AC ARMOR CLASS	TOTAL	=	10	+ ARMOR BONUS	+ SHIELD BONUS	+ DEX MODIFIER	+ SIZE MODIFIER	+ NATURAL ARMOR	+ DEFLECT BONUS	+ MISC. BONUS	ARMOR CHECK PENALTY	DAMAGE REDUCTION
	17	=	10	+ 5	+ 0	+ 2	+ 0	+ 0	+ 0	+ 0		

TOUCH ARMOR CLASS	12	FLAT-FOOTED ARMOR CLASS	15

INITIATIVE	TOTAL	=	DEX MODIFIER	+	MISC. BONUS
	+2	=	2	+	0

BASE ATTACK	
	+7/+2

SAVING THROWS	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MISC. BONUS	+	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+4	=	3	+	1	+	0	+	
REFLEX DEXTERITY	+9	=	7	+	2	+	0	+	
WILL WISDOM	+6	=	7	+	-1	+	0	+	
GRAPPLE MODIFIER	+7	=	7	+	0	+	0	+	0
	TOTAL		BASE ATTACK		STR MODIFIER		SIZE MODIFIER		MISC. BONUS

CONDITIONAL MODIFIERS

SPELL RESISTANCE	0	ARCANE SPELL FAILURE	15%	ACTION POINTS	

	TOTAL	=	BASE ATTACK	+	ABILITY MODIFIER	+	SIZE MODIFIER	+	MISC. BONUS	+	TEMP. MODIFIER
MELEE ATTACK BONUS	+7/+2	=	7	+	0	+	0	+	0	+	
RANGED ATTACK BONUS	+9/+4	=	7	+	2	+	0	+	0	+	

ATTACK 1	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1 Rapier	+8/+3	1d6+1	18-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	2 lb	P	Medium	One-handed

AMMUNITION

ATTACK 2	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 3	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 4	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 5	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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ATTACK 6	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMUNITION

SKILLS

CLASS SKILLS	SKILL NAME	KEY ABILITY	MAX RANKS: SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
×	Appraise[1]	INT	1	=	1	+	0	+	0
×	Balance[1]	DEX*	4	=	2	+	0	+	2
×	Bluff[1]	CHA	8	=	3	+	5	+	0
×	Climb[1]	STR*	0	=	0	+	0	+	0
×	Concentration[1]	CON	13	=	1	+	12	+	0
×	Craft skills…[1]	INT	1	=	1	+	0	+	0
×	Craft (Trapmaking)[1]	INT	10	=	1	+	9	+	0
×	Decipher Script	INT	2	=	1	+	1	+	0
×	Diplomacy[1]	CHA	5	=	3	+	0	+	2
	Disable Device	INT	2	=	1	+	1	+	0
×	Disguise[1]	CHA	3	=	3	+	0	+	0
×	Escape Artist[1]	DEX*	2	=	2	+	0	+	0
	Forgery[1]	INT	1	=	1	+	0	+	0
×	Gather Information[1]	CHA	8	=	3	+	5	+	0
	Heal[1]	WIS	-1	=	-1	+	0	+	0
×	Hide[1]	DEX*	2	=	2	+	0	+	0
	Intimidate[1]	CHA	5	=	3	+	0	+	2
×	Jump[1]	STR*	2	=	0	+	0	+	2
×	Knowledge (arcana)	INT	6	=	1	+	5	+	0
×	Knowledge (geography)	INT	2	=	1	+	1	+	0
×	Knowledge (history)	INT	6	=	1	+	5	+	0
×	Knowledge (local)	INT	2	=	1	+	1	+	0
×	Knowledge (nobility)	INT	2	=	1	+	1	+	0
×	Knowledge (religion)	INT	2	=	1	+	1	+	0
×	Listen[1]	WIS	-1	=	-1	+	0	+	0
×	Move Silently[1]	DEX*	2	=	2	+	0	+	0
	Open Lock	DEX	3	=	2	+	1	+	0
×	Perform skills ...[1]	CHA	3	=	3	+	0	+	0
×	Perform (Oratory)	CHA	16	=	3	+	13	+	0
	Ride[1]	DEX	2	=	2	+	0	+	0
	Search[1]	INT	1	=	1	+	0	+	0
×	Sense Motive[1]	WIS	-1	=	-1	+	0	+	0
×	Speak Language	INT		=	0	+	2	+	0
×	Spellcraft	INT	16	=	1	+	13	+	2
	Spot[1]	WIS	-1	=	-1	+	0	+	0
	Survival[1]	WIS	-1	=	-1	+	0	+	0
×	Swim[1]	STR**	0	=	0	+	0	+	0
×	Tumble	DEX*	15	=	2	+	13	+	0
×	Use Magic Device	CHA	16	=	3	+	13	+	0
	Use Rope[1]	DEX	2	=	2	+	0	+	0
				=		+		+	
				=		+		+	
				=		+		+	
				=		+		+	
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				=		+		+	
				=		+		+	

[1] This skill can be used even if the character has zero skill ranks.
× This skill is a class skills for at least one of your classes.
* Armor check penalty, if any, applies. ** Double the armor check penalty.

CAMPAIGN	EXPERIENCE POINTS
	50,000 / 55,000

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
+2 Studded Leather	Light	+5	+5

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	15%	30	20	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Explorer's outfit	0		
Rapier +1 (as listed on front)	2		
Wand of Make Marionette, x10	0		
		Magic Items Equipped by Slot	
		Ring Slot (RH)	
		(none) (0 GP)	
		Ring Slot (LH)	
		(none) (0 GP)	
		Hand Slot	
		(none) (0 GP)	0
		Arm Slot	
		(none) (0 GP)	0
		Head Slot	
		(none) (0 GP)	0
		Face Slot	
		(none) (0 GP)	0
		Shoulder Slot	
		(none) (0 GP)	0
		Neck Slot	
		(none) (0 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	22

NOTES

LANGUAGES

Common
Elven
Goblin
Worg

SPECIAL ABILITIES

— RACIAL ABILITIES —
- Base land speed of 30 feet.
- Bonus Feat: 1st level bonus feat
- Favored Class: Any

— CLASS ABILITIES —
- Proficient in light armor, and all shields (except tower shields)
- Proficient with all simple weapons, and with Longsword, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword, Whip, Whip-dagger.
- You can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.
- Bardic Knowledge(Ex): You possess a special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+13
- Bardic Music: Performances can create varied magical effects 10 times per day.
  - Countersong(Su): You can counter any sonic or language-dependent magical effect. Anyone within 30 feet can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.
  - Fascinate(Sp): You can fascinate 4 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to 10 round(s).
  - Inspire Courage(Su): While singing; all allies who can hear you gain a +2 morale bonus to saving throws against charm and fear effects; and a +2 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 minutes.
  - Suggestion(Sp): You can make a suggestion (as the spell) to a creature you have already fascinated. Will save (DC 18 negates).
  - Inspire Greatness(Su): You can inspire up to 1 creature(s). This gives them +2 bonus Hit Dice (d10s); +2 competence bonus on attacks; and +1 competence bonus on Fortitude saves. This lasts as long as you play; and for 5 rounds after you stop.

— FEATS —
- Combat Expertise(PH 92) : Trade attack bonus for AC (max 5 points).
- Combat Reflexes(PH 92) : Additional attacks of opportunity.
- Dodge(PH 93) : +1 dodge bonus to AC against selected target.
- Karmic Strike(CW 102) : Take -4 penalty to AC to make attack of opportunity against melee opponent that hits you.
- Lyric Spell(CAd 113) : Spend bardic music uses to cast extra spells

CARRYING INFO

LIGHT LOAD	MED LOAD	HEAVY LOAD
33	66	100

LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG
100	200	500

MONEY

PP	
GP	
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day | Used | Turning/Rebuking Check Modifier

buking Check	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.