

Dorius Del Dalian

Male Gnome Bard 1
Chaotic Good
Representing Floating Disc

Strength	7 (-2)	Size:	Small
Dexterity	14 (+2)	Height:	3' 2"
Constitution	10 (+0)	Weight:	40 lb
Intelligence	14 (+2)	Skin:	Tan
Wisdom	10 (+0)	Eyes:	Blue
Charisma	16 (+3)	Hair:	Light Brown Wavy Average Beard

Total Hit Points: 6

Speed: 20 feet

Armor Class: 16 = 10 +3 [studded] +2 [dexterity] +1 [small]

Touch AC: 13

Flat-footed: 14

Initiative modifier: +2 = +2 [dexterity]

Fortitude save: +0 = 0 [base]

Reflex save: +4 = 2 [base] +2 [dexterity]

Will save: +2 = 2 [base]

Attack (handheld): -1 = 0 [base] -2 [strength] +1 [small]

Attack (unarmed): -1 = 0 [base] -2 [strength] +1 [small]

Attack (missile): +3 = 0 [base] +2 [dexterity] +1 [small]

Grapple check: -6 = 0 [base] -2 [strength] -4 [small]

Light load: 17 lb. or less

Medium load: 18-35 lb.

Heavy load: 35-53 lb.

Lift over head: 53 lb.

Lift off ground: 105 lb.

Push or drag: 263 lb.

Region of Origin: Zilargo

Languages: Common Dwarven Elven Gnome

Dagger [1d3, crit 19-20/x2, range inc 10 ft., 1/2 lb., light, piercing]

Light Crossbow [1d6, crit 19-20/x2, range inc 80 ft., 2 lb, piercing]]

Longsword [1d6, crit 19-20/x2 2 lb, one-handed, slashing]

Studded armor [light; +3 AC; max dex +5; check penalty -1; 10 lb.]

Feats:

Investigate

Traits:

Action Points: 5 (this level)

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Appraise	Int	2 =	+2		
Balance	Dex*	2 =	+2		
Bluff	Cha	7 =	+3	+4	
Climb	Str*	-2 =	-2		
Concentration	Con	2 =	+0	+2	
Craft_1	Int	2 =	+2		
Craft_2	Int	2 =	+2		
Craft_3	Int	2 =	+2		
Diplomacy	Cha	7 =	+3	+4	
Disguise	Cha	3 =	+3		
Escape Artist	Dex*	2 =	+2		
Forgery	Int	2 =	+2		
Gather Information	Cha	6 =	+3	+3	
Heal	Wis	0 =	+0		
Hide	Dex*	10 =	+2	+4	+4 [small]
Intimidate	Cha	3 =	+3		
Jump	Str*	-8 =	-2		-6 [speed 20]
Listen	Wis	2 =	+0		+2 [gnome]
Move Silently	Dex*	6 =	+2	+4	
Perform_1	Cha	7 =	+3	+4	
Perform_2	Cha	3 =	+3		
Perform_3	Cha	3 =	+3		
Perform_4	Cha	3 =	+3		
Perform_5	Cha	3 =	+3		
Ride	Dex	2 =	+2		
Search	Int	3.5 =	+2	+1.5	
Sense Motive	Wis	4 =	+0	+4	
Spot	Wis	0 =	+0		
Survival	Wis	0 =	+0		
Swim	Str**	-2 =	-2		
Use Rope	Dex	2 =	+2		

* = check penalty for wearing armor

Zero-level Bard spells: 2 per day

Gnome

- +2 constitution / -2 strength (already included)
- Small (combat bonuses, +4 to hide already included)
- Low-light vision
- +2 racial bonus on saves vs. illusions
- +1 on DC of opponent's save vs. gnomish illusions
- +1 racial bonus to hit kobolds and goblinoids
- +4 dodge bonus on AC against giants
- +2 bonus on listen checks (already included)
- *Speak with burrowing animals* once per day
- *1/day dancing lights, ghost sound, prestidigitation*

Bard

- Bardic Knowledge

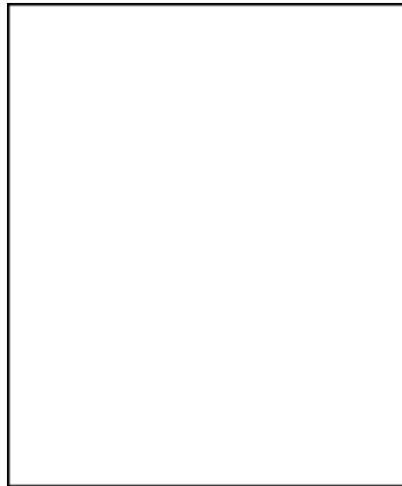
- Bardic Music
- Can know only limited numbers of spells
- High charisma gains bonus spells daily

Class HP rolled

Level 1: Bard 6



Draw Your Portrait



Draw Your Insignia

Dorius Del Dalian's Equipment:

- 15 lb Weapons / Armor / Shield (from above)
- 1 lb Crossbow bolts (quiver of 10) x1
- 2 lb Backpack
- 1 lb Bedroll
 - Flint and steel
- 1 lb Rations (1 day) x1
- 1 lb Sacks x1
- 3 lb Torches x3
- 1 lb Waterskins x1
- 1 lb Musical instrument
- 2 lb Spell component pouch

28 lb Total

More about Dorius Del Dalian: