

Wistari-Rainn / **Kim Vaessen** / **Neutral Good** / **2578** / **6000**
 Character Name / Player / Alignment / Current XP / Next Level XP / XP Change
Bard / **Calishite, Human** / **Rob's World!** / **Corellon Larethian**
 Class / Race / Campaign / Deity
2nd / **M** / **Female** / **84#** / **Brown** / **Brown w/ Prpl Shk**
 Level / Size / Age / Gender / Height / Weight / Eyes / Hair

Ability	Score	Mod	Temp Score	Temp Mod
STR	15	2		
DEX	17	3		
CON	17	3		
INT	18	4		
WIS	15	2		
CHA	18	4		

Action Points = 4

HP	AC	Touch	Flat-footed	INIT	Speed	Armor Type
16	16	13	13	7	30'	Light

HP: 16 (TOTAL) = 10 (Current HP) + 3 (Armor) + 0 (Shield) + 3 (Dex) + 0 (Size) + 0 (Natural)
 AC: 16 (TOTAL) = 10 (Current HP) + 3 (Armor) + 0 (Shield) + 3 (Dex) + 0 (Size) + 0 (Natural)
 INIT: 7 (Total) = 3 (Dex) + 4 (Misc)

Damage Reduction	Light Load	Med Load	Max Load	Over Head	Off Ground	Push/ Drag
	66	133	200	200	400	1000

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	3	0	3	0	0	0
REFLEX	6	3	3	0	0	0
WILL	5	3	2	0	0	0

MELEE	GRAPPLE	RANGED	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
+1	+1	+4	+1	1	2	0	-2	0
			+1	1	0	0	0	0
			+4	1	3	0	0	0

Weapon	Total Attack Bonus	Damage	Critical	Range
SHORT BOW / WSM: -1	+4	1d8	X3	60'
Special Properties	Ammunition	Weight	Size	Type
Parry Mod:-5 / M.Str: 5 / M.Dex: 6 / Fum. DC:18	Serpent 's Tongue Arrows x 20	2	M	P+S
Weapon	Total Attack Bonus	Damage	Critical	Range
+1 QUARTERSTAFF / WSM: -1	+2	1d6+3/1d6+3	X2	-
Special Properties	Ammunition	Weight	Size	Type
Parry Mod: -1/ M.Str: 6 / M.Dex: 7 / Fum. DC:16	Used: Arrows:	4	M	B
Weapon	Total Attack Bonus	Damage	Critical	Range
DAGGER, Common (Melee) / WSM: -1	+1 (M) / +4 (R)	1d4+2	19-20 x2	10'
Special Properties	Ammunition	Weight	Type	Type
Parry Mod:-/ M.Str: 3 / M.Dex: 3(6) / Fum.DC:18		1	M	P/S
Weapon	Total Attack Bonus	Damage	Critical	Range
(MW) WHIP (Reach) / WSM: -1	+2	1d3+2 NON-LETHAL	x2	15'
Special Properties	Ammunition	Weight	Size	Type
Parry Mod:-3/ M.Str: 6 / M.Dex: 14 / Fum.DC:19		1	M	Slashing
Armor/Protective Item	Type	AC Bonus	Check Pen	Max Dex
STUDDER LEATHER, MW	Light	+3	-	+5
Special Properties		Weight	Spell Fail	Speed
		25	-	
Shield/Protective Item	Type	AC Bonus	Check Pen	Max Dex
Special Properties		Weight	Spell Fail	Speed

Feats & Special Abilities

(1)(Feat: Rob's World! PARRY: (3ENF pg4)	(1)(Feat:Class)LIGHT ARMOR PROFICIENCY:(PH pg 89)	Class Feature: BARDIC KNACK (1) CC pg. 45-47
(1)(Feat:Rob's World!) IMPROVED INITIATIVE:(PH pg 96)	(1)(Feat:Class)SHEILDPROFICIENCY, LGHT:(PH pg 100)	-Lose Bardic knowledge
(1)(Feat: Human Feat) NYMPH'S KISS: (BE pg 44)	(1)(Feat: 1st Level) MELODIC CASTING: (CM pg 44)	-Music is divine w/no chance of armor check penalty.
+1 skill pt per lvl, +2 rank per lvl for CHA based skill checks, +1 svs Spells and Spell-like abilities	Weave music & magic together in a single perfect voice	-Gain half your level rounded up in skill points for every skill.
(1)(Feat: Class) SIMPLE WEAPON PROFICIENCY: (PH pg 100)	(1)(Feat: Flaw #1) JACK OF ALL TRADES: (Cad pg 110)	Class: Bardic Music: COUNTERSONG (1) pg. 29
	.5 rank in every skill	<Don't Stop Believing; Journey> /
(1)(Feat: Class) MARTIAL WEAPON PROFICIENCY: (PH pg 97) -Sword, long; Sword rapier; Sap; Sword, short.	(1)(Feat: Flaw#2) HAREM TRAINED: (Rac pg 164) +2 to Perform checks; well versed in song, music, dance, art, oratory, massage, and other harem duties.	<Magical World; Mystero>
		Class: Bardic Music: HEALING HYMN (1) CC pg. 47
(1)(Feat: Class) EXOTIC WEAPON PROFICIENCY: -Whip		-Lose Fascinate and take Healing Hymn
		Max length: 2 minutes
		<Demons: Imagine Dragons>
		<Live Forever; Oasis> /
		Class: Bardic Music: INSPIRE COURAGE (1) pg. 29
		<What ever it takes; Imagine Dragons> /
		<Counting Stars; One Republic>

Skills [Auto Fill | Update CC | Clear]

Max Rank 5 / 2.5

Skill Name	Key Ab	CS	Skill Mod	Ab Mod	Rank	Misc Mod	ACP
Appraise	Int	<input type="checkbox"/>	5	= 4	+ 0	+ 1.5	0
Balance	Dex	<input type="checkbox"/>	3	= 3	+ 0	+ .5	0
Bluff	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Climb	Str	<input type="checkbox"/>	2	= 2	+ 0	+ .5	0
Concentration	Con	<input type="checkbox"/>	8	= 3	+ 4	+ 1.5	0
Craft ()	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Decipher Script (to)	Int	<input type="checkbox"/>	5	= 4	+ 0	+ 1.5	0
Diplomacy	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Perform (Comedy)	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Disguise	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Escape Artist	Dex	<input type="checkbox"/>	3	= 3	+ 0	+ .5	0
Forgery	Int	<input checked="" type="checkbox"/>	5	= 4	+ 0	+ 1.5	0
Gather Information	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Perform (Wind Instruments)	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Heal	Wis	<input checked="" type="checkbox"/>	3	= 2	+ 0	+ 1.5	0
Hide	Dex	<input type="checkbox"/>	3	= 3	+ 0	+ .5	0
Intimidate	Cha	<input checked="" type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Jump	Str	<input type="checkbox"/>	2	= 2	+ 0	+ .5	0
Knowledge (Arcana) (to)	Int	<input type="checkbox"/>	7	= 4	+ 2	+ 1.5	0
Knowledge (Dungeoning) (to)	Int	<input type="checkbox"/>	7	= 4	+ 2	+ 1.5	0
Knowledge (History) (to)	Int	<input type="checkbox"/>	6	= 4	+ 1	+ 1.5	0
Knowledge (Nature) (to)	Int	<input type="checkbox"/>	7	= 4	+ 2	+ 1.5	0
Listen	Wis	<input type="checkbox"/>	3	= 2	+ 0	+ 1.5	0
Move Silently	Dex	<input type="checkbox"/>	4	= 3	+ 0	+ 1.5	0
Perform (Keyboard Instruments) (to)	Cha	<input type="checkbox"/>	8	= 4	+ 1	+ 3.5	0
Perform (Sing) (to)	Cha	<input type="checkbox"/>	11	= 4	+ 4	+ 3.5	0
Profession () (to)	Cha	<input type="checkbox"/>	8	= 4	+ 1	+ 3.5	0
Ride	Dex	<input checked="" type="checkbox"/>	4	= 3	+ 0	+ 1.5	0
Search	Int	<input checked="" type="checkbox"/>	5	= 4	+ 0	+ 1.5	0
Sense Motive	Wis	<input type="checkbox"/>	3	= 2	+ 0	+ 1.5	0
Sleight of Hand (to)	Dex	<input type="checkbox"/>	5	= 3	+ 1	+ 1.5	0
Spellcraft (to)	Int	<input type="checkbox"/>	9	= 4	+ 4	+ 1.5	0
Spot	Wis	<input checked="" type="checkbox"/>	3	= 2	+ 0	+ 1.5	0
Survival	Wis	<input checked="" type="checkbox"/>	3	= 2	+ 0	+ 1.5	0
Swim	Str	<input type="checkbox"/>	3	= 2	+ 0	+ 1.5	0
Tumble (to)	Dex	<input type="checkbox"/>	5	= 3	+ 2	+ .5	0
Use Magic Device (to)	Cha	<input type="checkbox"/>	9	= 4	+ 2	+ 3.5	0
Use Rope	Dex	<input checked="" type="checkbox"/>	4	= 3	+ 0	+ 1.5	0
Perform (Dance)	Cha	<input type="checkbox"/>	10	= 4	+ 3	+ 3.5	0
Perform (Oratory)	Cha	<input type="checkbox"/>	9	= 4	+ 2	+ 3.5	0
Perform (String Instruments)	Cha	<input type="checkbox"/>	10	= 4	+ 3	+ 3.5	0
Perform (Dance)	Cha	<input type="checkbox"/>	10	= 4	+ 3	+ 3.5	0
Perform (Act)	Cha	<input type="checkbox"/>	8	= 4	+ 1	+ 3.5	0
Knowledge (Religion)	Int	<input type="checkbox"/>	7	= 4	+ 2	+ 1.5	0
Knowledge (Planes)	Int	<input type="checkbox"/>	7	= 4	+ 2	+ 1.5	0
Knowledge (Nobility & Royalty)	Int	<input type="checkbox"/>	7	= 4	+ 2	+ 1.5	0
Perform (Percussion Instruments)	Cha	<input type="checkbox"/>	7	= 4	+ 0	+ 3.5	0
Conceal Spell	2 lvl	<input type="checkbox"/>	1	= 0	+ 0	+ 1.5	0
Collector of Stories	2 lvl	<input type="checkbox"/>	1	= 0	+ 0	+ 1.5	0
Swift Concentration	9 lvl	<input type="checkbox"/>	0	= 0	+ 0	+ 0	0
Speak Languages	Int	<input type="checkbox"/>	5	= 4	+ 1	+ 0	0

Total Skill Points:

45

Other Possessions

Item	Weight (lbs)	Loc
Backpack, Leather (cap. 50#)	2	Worn
Blanket	3	In BP
Entertainers Outfit (4#)	-	In BP
Cloak, hooded (azure blue)	2	Worn
Boots-Low hard	3	Worn
Pouch, Belt-small	.5	Worn
Pouch, Spell Component	2	Worn
Rations x10	10	In BP
Arrows, Serpents Tongue, x20; in Quiver	3	Lft. Shldr
Quiver, Leather	1	Lft. Shldr
Lute, Masterwork (+2 Circ. bonus to Perform)	3	Carried
Holy Symbol, Silver, broach	1	Worn
MONEY; Coins	.52	In Bit Pch
Scarf	.2	Worn
Fine Leather Gloves	.01	Worn
Guitar Pick (from Trainer)	.01	In Bit Pch
Canteen x2 (FULL)	10.0	Carried
Water Purification Pills x30	.03	In Bit Pch
TAINT STICK x1 (seven charges) O O O O O O O	.01	In Bit Pch
Total Weight:	74.28	

Currency

22 GP; 2 SP

Languages

Common	Elven
Chondathan	Battle Speak
Gnomish	Celestial
Alzhedo	

Description
Calishite Female from the land of Calimshan. Move: 30' Arcane Spell caster.

Contacts / Friends
Enemies

Personality
Character Traits
Right handed
Character Flaws
Non-combatant : -2 to hit in melee Phobia-Ataxophobia: Fear of disorder/untidiness; Mild- Shaken: -2/svs Skill Checks and Ability Checks.

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Armor Check Penalty: -1 to Balance, Climb, Escape Artist, Hide, Jump, Swim, & Tumble. Armor Check Penalty NEGATED: Due to Master Work Studded Leather

Additional Information

Skills Miscellaneous Bonuses: At 1st Level bonuses are for all skills except Open Lock: * +1 for Bardic Knack * +.5 for Jack of All Trades In addition Wistari also receives bonuses to the following: * +2 Harem Trained bonuses to Diplomacy & Perform checks * +2 Nymph's Kiss bonus to all Charisma based checks & +1 Skill Point per level * +1 svs Spells & Spell-Like Abilities

Other Notes

A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. Because a whip can wrap around an enemy's leg or other limb, you can make trip attacks with a it. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails). You can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you. Tripping with a Weapon: Some weapons, including the spiked chain, dire flail, heavy flail, light flail, guisarme, halberd, and whip, can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Private Notes

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