

Trystan L. Kesteven

NAME
 Brd2 2000
 CLASS EXPERIENCE
 2 5000
 Character Level NEXT LEVEL

DeAnna C

PLAYERNAME
 Human Medium
 RACE SIZE
 20 Female
 AGE GENDER

Feilona

DEITY
 5' 9" 145 lbs.
 HEIGHT WEIGHT
 Blue Red, Long & Wavy
 EYES HAIR

Chaotic Good

ALIGNMENT
 VISION
 27
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	15	+2	15	+2	15	+2
CON Constitution	13	+1	13	+1	13	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	16	+3	16	+3	16	+3

WOUNDS/CURRENT HP: []

HP hit points: **15**

AC armor class: **15**

INITIATIVE modifier: **+2**

BASE ATTACK bonus: **+1**

TOTAL FLAT TOUCH = BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION MISC

13 : 12 = 10 + 3 + 0 + 2 + 0 + 0 + 0 + 0

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: **Walk 30 ft.**

MISS CHANCE: []

ARCANE SPELL FAILURE: **15**

ARMOR CHECK PENALTY: **-1**

SPELL RESIST: **0**

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers +4 vs. Bardic Performance, sonic, and language-dependent effects
FORTITUDE (constitution)	+1	+0	+1	+0	+0	+0		
REFLEX (dexterity)	+5	+3	+2	+0	+0	+0		
WILL (wisdom)	+3	+3	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+1	+1	+0	+0	+0	
RANGED attack bonus	+3	+1	+2	+0	+0	+0	
CMB attack bonus	+2	+1	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN
Offense	+2	+2	+2	+2	+2
Defense	14	14	14	14	14

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3+1	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+2	1d4+1	2W-P-(OH)	-4	1d4+1	
1H-O	-2	1d4	2W-P-(OL)	-2	1d4+1	
2H	+2	1d4+1	2W-OH	-6	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+3	+1	-1	-3	-5	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

*Masterwork Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+3	1d8+1	2W-P-(OH)	-3	1d8+1	
1H-O	-1	1d8	2W-P-(OL)	-1	1d8+1	
2H	+3	1d8+1	2W-OH	-7	1d8	

Special Properties

*: 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
*Studded Leather	Light	+3	+5	-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		2/2
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	1	= 2	+ +	-1
✓ Appraise	INT	3	= 3	+ +	
✓ Bluff	CHA	3	= 3	+ +	
✓ Climb	STR	0	= 1	+ +	-1
✓ Craft (Untrained)	INT	3	= 3	+ +	
✓ Diplomacy	CHA	3	= 3	+ +	
✓ Disguise	CHA	3	= 3	+ +	
✓ Escape Artist	DEX	1	= 2	+ +	-1
✓ Fly	DEX	1	= 2	+ +	-1
✓ Heal	WIS	0	= 0	+ +	
✓ Intimidate	CHA	3	= 3	+ +	
Knowledge (Arcana)	INT	9	= 3 + 2.0	+ 4	
Knowledge (Engineering)	INT	9	= 3 + 2.0	+ 4	
Knowledge (Geography)	INT	9	= 3 + 2.0	+ 4	
Knowledge (History)	INT	9	= 3 + 2.0	+ 4	
Knowledge (Local)	INT	9	= 3 + 2.0	+ 4	
Knowledge (Planes)	INT	9	= 3 + 2.0	+ 4	
✓ Knowledge (Untrained)	INT	4	= 3	+ +	1
Linguistics(Thassian (Gnome), Abyssal)	INT	8	= 3 + 2.0	+ 3	
✓ Perception	WIS	0	= 0	+ +	
Perform (Act)	CHA	8	= 3 + 2.0	+ 3	
Perform (Oratory)	CHA	11	= 3 + 2.0	+ 6	
✓ Perform (Untrained)	CHA	3	= 3	+ +	
Profession (Scribe)	WIS	5	= 0 + 2.0	+ 3	
✓ Ride	DEX	1	= 2	+ +	-1
✓ Sense Motive	WIS	0	= 0	+ +	
✓ Stealth	DEX	1	= 2	+ +	-1
✓ Survival	WIS	0	= 0	+ +	
✓ Swim	STR	0	= 1 + +	+ -1	
Use Magic Device	CHA	9	= 3 + 2.0	+ 4	
			= +	+ +	
			= +	+ +	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 15.5 lbs., 1 Bedroll, 1 Case (Map or Scroll), 1 Flint and Steel, 1 Inkpen, 1 Notebook, 1 Explorer's Outfit, 2 Sunrod, 1 Waterskin, 1 Ink (1 oz. Vial)		1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Case (Map or Scroll) 0 lbs., 10 Parchment (Sheet)	Backpack	1	0.5	1.0	
Dagger	Carried	4	1.0 (4.0)	2.0 (8.0)	
Flint and Steel	Backpack	1	0.0	1.0	
Ink (1 oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Masterwork Longsword	Equipped	1	4.0	315.0	
Notebook 0 lbs. (Vial)	Backpack	1	0.0	15.0	
Explorer's Outfit	Backpack	1	8.0	10.0	
Scholar's Outfit	Equipped	1	6.0	0.0	
Parchment (Sheet)	Case (Map or Scroll)	10	0.0 (0.0)	0.2 (2.0)	
Pouch (Belt) 0.48 lbs., 16 Coin (Gold Piece), 8 Coin (Silver Piece)	Carried	1	0.5	1.0	
Studded Leather	Equipped	1	20.0	25.0	
Sunrod ☐☐	Backpack	2	1.0 (2.0)	2.0 (4.0)	
Waterskin 0 lbs.	Backpack	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			28.98 lbs.	393.2 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
Coin (Gold Piece): 16[Pouch (Belt)]	
Coin (Silver Piece): 8[Pouch (Belt)]	
Total = 16.8 gp	

Traits	
Dangerously Curious	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.5]
You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.	
Researching the Blot	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.6]
You can use Spellcraft to identify magic items in the same way you can use Spellcraft to identify a potion. The DC to identify a magic item is equal to 20 + the item's caster level.	

Special Attacks	
Distraction (Su)	[Paizo Publishing - 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.	
Fascinate (Su)	[Paizo Publishing - 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	
Armored Casting (Ex)	[Paizo Publishing - 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.	
Bardic Countersong	[Paizo Publishing - Core Rulebook]
Bardic Knowledge (Ex)	[Paizo Publishing - Core Rulebook, p.35]
You add +1 to all Knowledge checks any may make all Knowledge skill checks untrained.	
Bardic Performance	[Paizo Publishing - 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.	
Bonus Feat	[Paizo Publishing - Core Rulebook]
Humans select one extra feat at 1st level.	
Cantrips	[Paizo Publishing - 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.	
Countersong (Su)	[Paizo Publishing - 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.	
Inspire Courage (Su)	[Paizo Publishing - 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.	
Versatile Performance (Oratory) (Ex)	[Paizo Publishing - Core Rulebook, p.38]
You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.	
Skilled	[Paizo Publishing - Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Well-Versed (Ex)	[Paizo Publishing - 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	
Ancient Weapon	[Paizo Publishing - Core Rulebook, p.000]
You possess an ancient weapon of extraordinary power and may awaken its magical properties as you gain experience. At any time, you may retreat to a secluded location to spend time in prayer, meditation or experimentation to awaken the latent powers of the weapon. This requires a sacrifice of XP in the amount shown on the table located on the Riadus website. You must meet the minimum character level shown on the table, and must spend one day working to awaken the weapon's magic.	
Skill Focus (Perform (Oratory))	[Paizo Publishing - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

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

LANGUAGES
Abyssal, Ardmyrian, Common, Draconic, Goblin, Sundastian (Elven), Thassian (Gnome)

TEMPLATES

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	5	3	0	0	0	0	0
PER DAY	0	3	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Detect Magic		None	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i>						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2
You detect magical auras.									
□□□□ Light		None	1 standard action	20 minutes	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i>						<i>Target:</i> Object touched			<i>Caster Level:</i> 2
This spell causes a touched object to glow like a torch.									
□□□□ Message		None	1 standard action	20 minutes	Medium (120 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313
<i>Effect:</i>						<i>Target:</i> 2 creatures			<i>Caster Level:</i> 2
You can whisper messages and receive whispered replies.									
□□□□ Prestidigitation	13	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	PFCR: p.325
<i>Effect:</i>						<i>Target:</i> See text			<i>Caster Level:</i> 2
Prestidigitations are minor tricks that novice spellcasters use for practice.									
□□□□ Read Magic			1 standard action	20 minutes	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i>						<i>Target:</i> You			<i>Caster Level:</i> 2
You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Charm Person	14	Will negates	1 standard action	2 hours	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
<i>Effect:</i>						<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 2
This charm makes a humanoid creature regard you as its trusted friend and ally.									
□□□□ Comprehend Languages			1 standard action	20 minutes	Personal	V, S, M/DF		Divination	PFCR: p.258
<i>Effect:</i>						<i>Target:</i> You			<i>Caster Level:</i> 2
You can understand the spoken words of creatures or read otherwise incomprehensible written messages.									
□□□□ Hideous Laughter	14	Will negates	1 standard action	2 rounds	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.296
<i>Effect:</i>						<i>Target:</i> One creature; see text			<i>Caster Level:</i> 2
This spell afflicts the subject with uncontrollable laughter.									

* =Domain/Specialty Spell