
Character Name

Bard 1

CLASS _____

1 (1/2) 0 / 2000

Character Level (CR)	EXP/NEXT LEVEL
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ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
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	Score	Mod	Score	Mod	Score	Mod
STR Strength	8	-1	8	-1		
DEX Dexterity	13	+1	13	+1		
CON Constitution	14	+2	14	+2		
INT Intelligence	10	+0	10	+0		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	18	+4	18	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	M
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FORTITUDE (constitution)	+2	=	+0	+	+2	+	...
REFLEX (dexterity)	+3	=	+2	+	+1	+	...
WILL (wisdom)	+2	=	+2	+	+0	+	...

Conditional Save Modifiers:

+2 racial bonus vs. spells with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings.

Conditional Combat Modifiers:

+4 dodge bonus to AC against monsters of the giant type.

+1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

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

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	-2	-2	-2	-2	-2	-2
CMD	9	9	9	9	9	9

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+0	1d2-1	20/x2	5 ft.

*Rapier (Small)				Hand	Type	Size	Critical	Reach
				Primary	P	S	18-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+0	1d4-1	2W-P-(OH)	-6		1d4-1		
1H-O	-4	1d4-1	2W-P-(OL)	-4		1d4-1		
2H	+0	1d4-1	2W-OH	-10		1d4-1		

Shortbow (Small)				Hand	Type	Size	Critical	Reach
				Carried	P	S	20/x3	5 ft.
Range: 30 ft.		To Hit: +2		Damage: 1d4-1				
	60 ft.	120 ft.	180 ft.	240 ft.		300 ft.		
TH	+2	+0	-2	-4		-6		
Dam	1d4-1	1d4-1	1d4-1	1d4-1		1d4-1		
	360 ft.	420 ft.	480 ft.	540 ft.		600 ft.		
TH	-8	-10	-12	-14		-16		
Dam	1d4-1	1d4-1	1d4-1	1d4-1		1d4-1		

*: 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
*Leather (Small)	Light	+2	+6	+0	10

Player Name

Gnome (Traveler Gnome) / Humanoid

RACE _____

76	Unknown
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AGE GENDER

[illegible]

HP hit points	10				
AC armor class	14	:	13	:	12 = 10 + 2
	TOTAL		FLAT		TOUCH = BASE + ARMOR

$$\text{INITIATIVE} = +3 = +1 + +2$$

modifier TOTAL DEX MODIFIER MISC MODIFIER

Encumbrance Light

Deity

Small / 5 ft.

SIZE / FACE

EYES

SUBDUAL DAMAGE

MISS

0

10

ARCANE RESIST

ARMOR

+0

0

ARMOR CLASS

SPELL

0

SPELL RESIST

ACID

RESIST

COLD

RESIST

ELECT.

RESIST

FIRE

RESIST

0

1

1

0

0

0

0

0

0

0

0

0

SHIELD

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

WALK 20 FT.

TOTAL SKILLPOINTS: 6		SKILLS		MAX RANKS: 1/1		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	1	= 1		
✓	Acrobatics (Jump)	DEX	-3	= 1		+ -4
✓	Appraise	INT	0	= 0		
✓	Bluff	CHA	8	= 4	+ 1	+ 3
✓	Climb	STR	-1	= -1		
✓	Craft (Untrained)	INT	0	= 0		
✓	Diplomacy	CHA	4	= 4		
✓	Disguise	CHA	4	= 4		
✓	Escape Artist	DEX	1	= 1		
✓	Fly	DEX	3	= 1		+ 2
✓	Heal	WIS	0	= 0		
✓	Intimidate	CHA	4	= 4		
✓	Knowledge (Untrained)	INT	1	= 0		+ 1
✓	Perception	WIS	6	= 0	+ 1	+ 5
✓	Perform (Sing)	CHA	8	= 4	+ 1	+ 3
✓	Perform (Untrained)	CHA	4	= 4		
✓	Ride	DEX	1	= 1		
✓	Sense Motive	WIS	0	= 0		
	Spellcraft	INT	4	= 0	+ 1	+ 3
✓	Stealth	DEX	9	= 1	+ 1	+ 7
✓	Survival	WIS	0	= 0		
✓	Swim	STR	-1	= -1		
	Use Magic Device	CHA	8	= 4	+ 1	+ 3
				=	+	+
				=	+	+

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

Bardic Performance

Rounds per days □□□□□ □□□□

You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. 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 5 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. [Paizo Inc. - Core Rulebook, p.35]

Countersong: You can cast 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 no benefit from the countersong. If a creature is already under the effect of a countersong, it must use its Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components. [Paizo Inc. - Core Rulebook, p.36]

Distraction: 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 distraction. If it succeeds on the saving throw, it ends the distraction, but it must use your Perform skill check result for the rest of the distraction. Distraction does not work on effects that don't allow saves. Distraction relies on visual components. [Paizo Inc. • Core Rulebook, p.36]

Fascinate: You can use your performance to be able to 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. [Paizo Inc. • Core Rulebook, p.37]

Inspire Courage: 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. (Paizo Inc. - Core Rulebook, p.37)

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Rapier (Small)	Equipped	1	1 / 20
Leather (Small)	Equipped	1	7.5 / 10
Outfit (Traveler's/Small)	Equipped	1	1.2 / 0
Arrows (20) (Small)	Equipped	1	1.5 / 1
Shortbow (Small)	Carried	1	1 / 30
Bard's Kit		1	33.5 / 41
<small>This includes a backpack, a bedroll, a belt pouch, a common musical instrument, a flint and steel, ink, an inkpen, an iron pot, a journal, a mess kit, a mirror, rope, soap, torches (10), trail rations (5 days), and a waterskin.</small>			
TOTAL WEIGHT CARRIED/VALUE		12.25 lbs.	102gp

WEIGHT ALLOWANCE			
Light	20	Medium	40
Lift over head	60	Lift off ground	120
		Heavy	60
		Push / Drag	300

MONEY
Total= 0 gp [Unspent Funds = 3.95 gp]

MAGIC

Languages
Common, Gnome, Sylvan

Other Companions

Traits
Reactionary [Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.
Worldly [Paizo Publishing - Ultimate Campaign, p.61]
You have acquired an unusual breadth of life experience--more than others of your age, race, or culture. Once per day when attempting a skill check for a skill you're untrained in, you can roll twice and take the better result.

Special Attacks
Distraction (Su) [Paizo Inc. - 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 Inc. - 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 Inc. - 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 Knowledge (Ex) [Paizo Inc. - Core Rulebook, p.35]
You add +1 to all Knowledge checks and may make all Knowledge skill checks untrained.
Bardic Performance [Paizo Inc. - 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 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 Bardic Performance Round [Paizo Inc. - Advanced Race Guide, p.33]
Add 1 to the bard's total number of bardic performance rounds per day.

Cantrips [Paizo Inc. - Core Rulebook, p.38]
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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 Inc. - Core Rulebook, p.36]
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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.

Defensive Training (Ex) [Paizo Inc. - Core Rulebook, p.23]

Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Hatred (Ex) [Paizo Inc. - Core Rulebook, p.23]

Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Inspire Courage (Su) [Paizo Inc. - Core Rulebook, p.37]
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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.

Keen Senses (Ex) [Paizo Inc. - Core Rulebook, p.23]
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Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]
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You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Magical Linguist [Paizo Inc. - Advanced Player's Guide, p.15]
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Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day - arcane mark, comprehend languages, message, read magic. The caster level for these effects is equal to the gnome's level. This racial trait replaces the gnome magic and illusion resistance racial traits.

Obsessive (Ex) [Paizo Inc. - Core Rulebook, p.23]
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Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Traveler Gnome [Paizo Inc. - Advanced Race Guide, p.]
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These gnomes were born on the move, their families living on a ship or in a caravan wagon. These gnomes have the magical linguist and either the explorer or the gift of tongues alternate racial traits.

Weapon Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.23]

Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Feats
Lingering Performance [Paizo Inc. - Advanced Player's Guide, p.164]
The effects of your bardic performance carry on, even after you have stopped performing.
The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Proficiencies
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger

(Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortsphear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Whip

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
<input type="checkbox"/> Comprehend Languages	Divination	1 standard action	10 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
<input type="checkbox"/> Message	Transmutation, AirSchool [Language-Depend	1 standard action	10 minutes	Medium (110 ft.)	CR:p.313
[V, S, F] TARGET: 1 creatures; EFFECT: You can whisper messages and receive whispered replies. [SR:No]					
<input type="checkbox"/> Read Magic	Divination	1 standard action	10 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					

* =Domain/Speciality Spell

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	4	2	—	—	—	—	—
PER DAY	at will	2	—	—	—	—	—
Concentration	+5						

LEVEL 0 / Per Day:0 / Caster Level:1

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment)	1 standard action	1 rounds [D]	Close (25 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:14, Will disbelief]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (25 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					

LEVEL 1 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ear-Piercing Scream	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (25 ft.)	UM:p.218
[V, S] TARGET: One creature; EFFECT: You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 2147483647d6 points of sonic damage. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:15, Fortitude partial (see text)]					

* =Domain/Speciality Spell

Innate

- ☐Arcane Mark
- ☐Comprehend Languages
- ☐Message
- ☐Read Magic

Sellin Quiys

Gnome (Traveler Gnome)

RACE	
76	
AGE	
Unknown	
GENDER	
Low-Light Vision	
VISION	
Chaotic Neutral	
ALIGNMENT	
Right	
DOMINANT HAND	
3' 5"	
HEIGHT	
40 lbs.	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
,	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Humanoid	
Race Type	
Race Sub Type	

Description:

When you play Sellin you have to do a Michael Jackson impresion. Sellin was part of a famous child band named the Quiys 5. Sellin was originally black but a witch cast a spell on him to make him white, but it doesn't matter if your black or white. Sellin was a smooth criminal in the last city he lived in, but he had to beat it because there is a woman named Billy-Jean clams her baby was his but the kid is not his son.

Sellin is trying to raise money for a ranch where he can play with children. Sellin's best friend Shimone went out into the wilderness after Whiteridge was teleported and got lost while looking for a good place to build Neverland Ranch.

Biography: