

Cora O'Banion

CHARACTER'S NAME

My Darling
PLAYER'S NAME

15 / Female
LEVEL SEX

Human,
RACE
22 / 22
AGE EQUIV
Right
HAND

Bard /
CLASS
Chaotic / Good
ALIGNMENT
5'-8"
HEIGHT
142 lb.
WEIGHT

Performer
TITLE
Lydia (N/G)
DEITY
Emerald
EYES
Scarlet
HAIR

Models her life after her grandmother, Cora the Elder. Loves life and seeks fame, fortune and a reputation. Has a deepening love interest in Montpeleon of Goldplain, but knows a secret of his. Hates the Scarlet Brotherhood for how they abused her.

ABILITY NAME	ABILITY SCORE	ABILITY MODFR	TEMP SCORE	TEMP MODFR	TOTAL	WOUNDS / CURRENT HP			SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE	SPEED	
STR STRENGTH	14	2			HP HIT POINTS 100							d8+1		30 ft.
DEX DEXTERITY	18	4			AC ARMOR CLASS 30	18	26	21	32	34		15%	0	
CON CONSTITUTION	12	1												
INT INTELLIGENCE	12	1			INITIATIVE MODIFIER	8	4	4						
WIS WISDOM	10	0												
CHA CHARISMA	22	6			DAMAGE BONUS	2	2							
COMELINESS	23	3												

	TOTAL	BASE SAVE	ABILITY MODFR	MAGIC MODFR	MISC MODFR	TEMP MODFR	CONDITIONAL MODIFIERS:	
FORTITUDE (CONSTITUTION)	6	5	1		0			
REFLEX (DEXTERITY)	13	9	4		0			
WILLPOWER (WISDOM)	9	9	0		0			

	TOTAL	BASE ATTACK BONUS				STR MODFR	SIZE MODFR	MISC MODFR	TEMP MODFR
MELEE ATTACK BONUS	13	8	3			2	0		
RANGED ATTACK BONUS	15	10	5			4	0		

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Sword of the Coast	+15; +10; +5; +0	d8 + 4	17-20 / x2	
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES				
Nil	4	Slashing	Medium	SEE PAGE TWO FOR DETAILS

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Fist / Kick	+14; +9; +4	d3Sub + 2	x2	
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES				
Nil	0	Bludgeoning	Unarmed	

WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Dagger, +4 (in boot)	+17; +12; +7	d4 + 6	19-20 / x2	
RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES				
10 ft.	1	Piercing	Tiny	(+19; +14; +9 if thrown)

ARMOR	TYPE	ARMOR BONUS	MAX DEX BONUS	
Studded Leather, +4	Light	3 + 4	5	
CHECK PENALTY SPELL FAILURE SPEED WEIGHT SPECIAL PROPERTIES				
0	15%	30	20	

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Wooden Buckler, +4	1 + 4	5	0	0%
SPECIAL PROPERTIES				

AMMUNITION	

SKILL POINTS / LEVEL	AVAILABLE	MAX RANKS	ARMOR CHECK PNTLY	SPELL RESIST
6	0	18	9	

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
<input checked="" type="checkbox"/>	ALCHEMY	INT				0
<input checked="" type="checkbox"/>	ANIMAL EMPATHY	CHA	N/A			0
<input checked="" type="checkbox"/>	APPRAISE	INT	1	1		0
<input checked="" type="checkbox"/>	BALANCE	* DEX	9	4	5	0
<input checked="" type="checkbox"/>	BLUFF	CHA	18	6	12	0
<input checked="" type="checkbox"/>	CLIMB	* STR	2	2		0
<input checked="" type="checkbox"/>	CONCENTRATION	CON	1	1		0
<input checked="" type="checkbox"/>	CRAFT	INT	1	1		0
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT				0
<input checked="" type="checkbox"/>	DIPLOMACY	CHA	30	9	17	4
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT				0
<input checked="" type="checkbox"/>	DISGUISE	CHA	11	6	3	2
<input checked="" type="checkbox"/>	ESCAPE ARTIST	* DEX	10	4	6	0
<input checked="" type="checkbox"/>	FORGERY	INT	1	1		0
<input checked="" type="checkbox"/>	GATHER INFORMATION	CHA	19	9	10	0
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA				0
<input checked="" type="checkbox"/>	HEAL	WIS	0	0		0
<input checked="" type="checkbox"/>	HIDE	* DEX	7	4	3	0
<input checked="" type="checkbox"/>	INNUENDO	WIS				2
<input checked="" type="checkbox"/>	INTIMIDATE	CHA	8	6		2
<input checked="" type="checkbox"/>	INTUIT DIRECTION	WIS				0
<input checked="" type="checkbox"/>	JUMP	* STR	2	2		0
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT				0
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT				0
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT				0
<input checked="" type="checkbox"/>	KNOWLEDGE	INT				0
<input checked="" type="checkbox"/>	LISTEN	WIS	0	0		0
<input checked="" type="checkbox"/>	MOVE SILENTLY	* DEX	6	4	2	0
<input checked="" type="checkbox"/>	OPEN LOCK	DEX	7	4	6	0
<input checked="" type="checkbox"/>	PERFORM (singing)	CHA	27	9	18	0
<input checked="" type="checkbox"/>	PICK POCKET	* DEX				2
<input checked="" type="checkbox"/>	PROFESSION	WIS				0
<input checked="" type="checkbox"/>	READ LIPS	INT	N/A			0
<input checked="" type="checkbox"/>	RIDE	DEX	4	4		0
<input checked="" type="checkbox"/>	SCRY	INT	1	1		0
<input checked="" type="checkbox"/>	SEARCH	INT	1	1		0
<input checked="" type="checkbox"/>	SENSE MOTIVE	WIS	10	0	10	0
<input checked="" type="checkbox"/>	SPEAK LANGUAGE	none				0
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				2
<input checked="" type="checkbox"/>	SPOT	WIS	0	0		0
<input checked="" type="checkbox"/>	SWIM	** STR	-7	2		-9
<input checked="" type="checkbox"/>	TUMBLE	* DEX				0
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA	14	6	8	0
<input checked="" type="checkbox"/>	USE ROPE	DEX	6	4		2
<input checked="" type="checkbox"/>	WILDERNESS LORE	WIS	0	0		0
<input checked="" type="checkbox"/>	FIRST IMPRESSION	COM	6	6		0
<input checked="" type="checkbox"/>	PERFORM (stringed instruments)	CHA	17	9	8	0

Gray box indicates the skill is available to any class, even with zero (0) skill ranks.
* Armor Check Penalty, if any, applies. ** -1 to Swim per 5 lb. of gear.
An "x" indicates a Class Skill; otherwise the skill costs 2 SP per rank.

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