

Montpeleón

CHARACTER'S NAME

Bard /
CLASS

Composer
TITLE

NPC

PLAYER'S NAME

Human, Baklunish
RACE

Chaotic / Good
ALIGNMENT

Correlon Larethian (C/G)
DEITY

13 / Male
LEVEL SEX

30 / 30 Right
AGE EQUIV HAND

5'-10" 170 lb.
HEIGHT WEIGHT

Dk. Brown Black
EYES HAIR



ABILITY	AVERAGE SCORE	ABILITY MODFR	TEMP SCORE	TEMP MODFR	TOTAL	WOUNDS / CURRENT HP				SUBDUAL DAMAGE		DAMAGE REDUCTION	SPEED			
STR STRENGTH	12	0			62								d8+2	25 ft.		
DEX DEXTERITY	18	3			28	18	22	17	30	32	7	0%	0			
CON CONSTITUTION	11	0				28	27	29								
INT INTELLIGENCE	15	2				TOUCH FLAT-FOOTED HELPLESS				DEFENSIVE FIGHTING	TOTAL DEFENSE	REP	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PNLTY	SPELL RESIST
WIS WISDOM	12	1														
CHA CHARISMA	18	4														
COMELINESS	19	4														
					INITIATIVE MODIFIER	8	=	4	+	4	SKILL POINTS / LEVEL					
					DAMAGE BONUS	0	=	0	+		7					
					TOTAL						0					

ABILITY	BASE SAVE	ABILITY MODFR	MAGIC MODFR	RACE MODFR	MISC MODFR	TOTAL	CONDITIONAL MODIFIERS:					
FORTITUDE (CONSTITUTION)	5	4	0	1	0	0						
REFLEX (DEXTERITY)	13	8	4	1	0	0						
WILLPOWER (WISDOM)	9	8	0	1	0	0						

MELEE	TOTAL				BASE ATTACK BONUS				STR MODFR	SIZE MODFR	MISC MODFR	TEMP MODFR
ATTACK BONUS	9	4			9	4			0	0		
RANGED ATTACK BONUS	12	7			9	4			3	0		

Combat Reflexes; Expertise

PRIMARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Keen Rapier of Charm, +3	+15; +10	d6 + 3	12-20 / x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	3	Piercing	Medium	Sings; if 2<INT<12 = Charmed; INT 12+ = Will sv. DC 20

SECONDARY WPN	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Tripping Whip, +3	+15; +10	d2Sub + 3	x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
15 ft.	2	Slashing	Small	Grants Improved Trip

TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Light Crossbow, +1	+13; +8	d8 + 1	19-20 / x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
80 ft.	6	Piercing	Small	

ARMOR	TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
Elven Leather, +5	Light	2 + 5	0	7
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
0%	30	15	Grants +10 to Hide in Wilderness	

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Wooden Buckler, +2	1 + 2	5	0	0%
SPECIAL PROPERTIES				

AMMUNITION	

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	9	1	8	0
<input checked="" type="checkbox"/>	BALANCE	* DEX	4	4		0
<input checked="" type="checkbox"/>	BLUFF	CHA	22	5	16	1
<input checked="" type="checkbox"/>	CLIMB	* STR	0	0		0
<input checked="" type="checkbox"/>	CONCENTRATION	CON	0	0		0
<input checked="" type="checkbox"/>	CRAFT	INT	2	2		0
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT	9	3	6	0
<input checked="" type="checkbox"/>	DIPLOMACY	CHA	22	5	12	5
<input type="checkbox"/>	DISABLE DEVICE	INT				0
<input checked="" type="checkbox"/>	DISGUISE	CHA	17	7	8	2
<input checked="" type="checkbox"/>	ESCAPE ARTIST	* DEX	4	4		0
<input type="checkbox"/>	FORGERY	INT	3	3		0
<input checked="" type="checkbox"/>	GATHER INFORMATION	CHA	23	6	16	1
<input type="checkbox"/>	HANDLE ANIMAL	CHA				0
<input type="checkbox"/>	HEAL	WIS	1	1		0
<input checked="" type="checkbox"/>	HIDE	* DEX	14	4		10
<input type="checkbox"/>	INNUENDO	WIS				2
<input type="checkbox"/>	INTIMIDATE	CHA	6	3		3
<input checked="" type="checkbox"/>	INTUIT DIRECTION	WIS	1	1		0
<input checked="" type="checkbox"/>	JUMP	* STR	0	0		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	1	1		0
<input checked="" type="checkbox"/>	MOVE SILENTLY	* DEX	4	4		0
<input type="checkbox"/>	OPEN LOCK	DEX				0
<input checked="" type="checkbox"/>	PERFORM (stringed instruments)	CHA	21	6	14	1
<input checked="" type="checkbox"/>	PICK POCKET	* DEX				2
<input checked="" type="checkbox"/>	PROFESSION (Statesman)	WIS	11	1	10	0
<input checked="" type="checkbox"/>	READ LIPS	INT	N/A			0
<input type="checkbox"/>	RIDE	DEX	4	4		0
<input checked="" type="checkbox"/>	SCRY	INT	2	2		0
<input type="checkbox"/>	SEARCH	INT	3	3		0
<input checked="" type="checkbox"/>	SENSE MOTIVE	WIS	12	1	11	0
<input checked="" type="checkbox"/>	SPEAK LANGUAGE	none				0
<input checked="" type="checkbox"/>	SPELLCRAFT	INT				0
<input type="checkbox"/>	SPOT	WIS	1	1		0
<input checked="" type="checkbox"/>	SWIM	** STR	-11	0		-11
<input checked="" type="checkbox"/>	TUMBLE	* DEX				0
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA				2
<input type="checkbox"/>	USE ROPE	DEX	3	3		0
<input type="checkbox"/>	WILDERNESS LORE	WIS	1	1		0
<input checked="" type="checkbox"/>	FIRST IMPRESSION	COM	20	4	11	5
<input type="checkbox"/>						0

Gray box indicates the skill may be used untrained, regardless of class.
 * 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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