•• · · · ·			
Montpeleón CHARACTER'S NAME	Bard /	Composer TITLE	
NPC Human Bak PLAYER'S NAME RACE	Iunish Chaotic / Good	Correlon Larethian (C/G)	
13 / Male 30 / 30 Rig LEVEL SEX AGE EQUIV HANE		Dk. Brown Black EYES HAIR	
ABILITY SCORE MODF'R SCORE MODF'R	TOTAL WOUNDS / CUR	RENT HP SUBDUAL DAMAGE	
STR STRENGTH 12 0	HP 62		^{d8+2} 25 ft.
	AC 28 18 22	17 30 32	7 0% 0
	28 27 29 TOUCH FLAT-	HELPLESS DEFENSIVE TOTAL	REP MISS ARCANE ARMOR SPELL
CONSTITUTION	LASHING PIERCING BLUDGEONING	D FIGHTING DEFENSE	CHANCE SPELL CHECK RESIST AVAILABLE FAILURE PNLTY
INT 15 2	MITIATIVE 8 = 4 + 4	SKILL POINTS / LEVEL 7	0 MAX RANKS 16 8
WIS 12 1	TOTAL DEX MISC MODF'R MODF	S S	KILLS
WISDOM IZ			KEY SKILL ABILITY SKILL MISC
CHA CHARISMA 18 4	DAMAGE 0 = 0 +		ABILITY MODF'R MODF'R POINTS MODF'R
COMELINESS 19 4 BASE ABILITY MA			INT = + +
	CONDITIONAL MODIFIERS:	R N/AANIMAL EMPATHY	$\begin{array}{cccc} CHA & \underline{N/A} = & + & + & 0 \\ INT & 9 = & 1 & + & 8 & + & 0 \end{array}$
(CONSTITUTION) 5 = 4 + 0 + 1			* DEX $4 = 4 + 0$
REFLEX 13 = 8 + 4 +	+ 0 + 0	x BLUFF	CHA 22 = 5 + 16 + 1
(DEXTERITY)		A	* STR $0 = 0 + + 0$
WILLPOWER 9 = 8 + 0 + ^ (WISDOM) 9 = 8 + 0 + ^	+ 0 + 0	X CONCENTRATION	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
		X DECIPHER SCRIPT	$\frac{2}{100} = \frac{3}{100} + \frac{6}{100} + \frac{100}{100}$
TOTAL BASE ATTA	STR SIZE MISC TEME CK BONUS MODF'R MODF'R MODF'R MODF		CHA 22 = 5 + 12 + 5
MELEE 9 4 = 9 4	+ 0 + 0 + +		INT = + + 0 CHA 17 = 7 + 8 + 2
RANGED	╺╋╼┥╞╤┤╞╤┤╞═┤╞╸		* DEX $4 = 4 + + 0$
аттаск волиз 12 7 = 9 4	+ 3 + 0 + +	FORGERY	INT 3 = <u>3</u> + <u>+</u> 0
1st 2nd 3rd 4th 1st 2nd	3rd 4th DEX MISC MODF'R MODF'R		$\begin{array}{cccc} \text{CHA} & \underline{23} &= & 6 &+ & 16 &+ & 1 \\ \text{CHA} &= & + & + & 0 \end{array}$
Combat Reflexes; Expertise PRIMARY WEAPON TOTAL ATTACK BONU	S TOTAL DAMAGE CRITICAL	HANDLE ANIMAL HEAL	$\begin{array}{c} \text{WIS} \begin{array}{c} \\ \\ \end{array} = \begin{array}{c} \\ \\ \end{array} + \begin{array}{c} \\ \end{array} + \begin{array}{c} \\ \end{array} + \begin{array}{c} \\ \\ \end{array} + \begin{array}{c} \\ \\ \end{array} + \begin{array}{c} \\ \end{array} + \begin{array}{c} \\ \\ \end{array} + \begin{array}{c} \\ \\ \end{array} + \begin{array}{c} \\ \end{array} + \begin{array}{c} \\ \\ \end{array} + \begin{array}{c} \end{array} + \begin{array}{c} \\ \end{array} + \end{array} + \begin{array}{c} \\ \end{array} + \begin{array}{c} \\ \end{array} + \end{array} + \begin{array}{c} \\ \end{array} + \begin{array}{c} \end{array} + \end{array} + \begin{array}{c} \\ \end{array} + \begin{array}{c} \\ \end{array} + \end{array} + \end{array} + \begin{array}{c} \\ \end{array} + \end{array} + \end{array} + \begin{array}{c} \\ \end{array} + \end{array} + \end{array} + \\ \end{array} + \end{array} + \end{array} + \\ \end{array} + \end{array} + \\ \end{array} + \end{array} +$
Keen Rapier of Charm, +3 +15; +10	d6 + 3 12-20 / x2	X HIDE	* DEX 14 = 4 + 10
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		WIS=++2
Nil 3 Piercing Medium Sings; if 2	<int<12 12+="Will" 20<="" =="" charmed;="" dc="" int="" sv.="" td=""><td></td><td>CHA $6 = 3 + 3$ WIS $1 = 1 + 0$</td></int<12>		CHA $6 = 3 + 3$ WIS $1 = 1 + 0$
SECONDARY WPN TOTAL ATTACK BONU	IS TOTAL DAMAGE CRITICAL	x JUMP	* STR $0 = 0 + + 0$
Tripping Whip, +3 +15; +10	d2Sub + 3 x2	X KNOWLEDGE (ARCANA)	INT = + + 0
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES		INT = + + 0
15 ft. 2 Slashing Small	Grants Improved Trip	X KNOWLEDGE (NATURE)	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
TERTIARY WEAPON TOTAL ATTACK BONU	S TOTAL DAMAGE CRITICAL	X LISTEN	WIS <u>1</u> = <u>1</u> + <u>+</u> + <u>0</u>
Light Crossbow, +1 +13; +8	d8 + 1 19-20 / x2		* DEX $4 = 4 + + 0$
RANGE WEIGHT TYPE SIZE 80 ft. 6 Piercing Small	SPECIAL PROPERTIES	OPEN LOCK x PERFORM (stringed instruments)	$\begin{array}{cccccccccccccccccccccccccccccccccccc$
		X PICK POCKET	* DEX + _ + _ 2
ARMOR TYPE ARMOR BON		x PROFESSION (Statesman)	WIS <u>11</u> = 1 + <u>10</u> + <u>0</u>
Elven Leather, +5 Light 2 + 5 SPELL FAILURE SPEED WEIGHT	0 7 SPECIAL PROPERTIES	N/A READ LIPS	INT $N/A = + + 0$ DEX $4 = 4 + + 0$
	Grants +10 to Hide in Wilderness	x SCRY	INT $2 = 2 + 4 = 0$
		SEARCH	INT 3 = ³ + + 0
SHIELD ARMOR BONUS WEIG			WIS $12 = 1 + 11 + 0$
Wooden Buckler, +2 1 + 2 5 SPECIAL PROPER	0 0%	x SPEAK LANGUAGE x SPELLCRAFT	none <u>= + + 0</u> INT = + + 0
		SPOT	WIS 1 = 1 + + 0
			* STR <u>-11 = 0 + + -11</u>
		X TUMBLE	* DEX = + + 0 CHA = + + 2
	 <u>+ + + + +</u> + +		DEX $3 = 3 + + 0$
		WILDERNESS LORE	WIS <u>1</u> = <u>1</u> + <u>+</u> 0
<u> </u>	──────────────────────────────────────	X FIRST IMPRESSION	$\begin{array}{c} \text{COM} \underline{20} = 4 + 11 + 5 \\ = + + 0 \end{array}$
<u>├┼┼┼┼</u> ┥	┝┿┿┿┿	Gray box indicates the skill may be used untrained	
		* Armor Check Penalty, if any, applies. ** -1	

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* Armor Check Penalty, if any, applies. ** -1 to Swim per 5 lb. of g An "x" indicates a Class Skill; otherwise the skill costs 2 SP per rank.

Dreugh's Debut		Andy Trauger			SPECIAL	ABILITIES / FEATS		SPI	ELLS	KNOV	٧N
CAMPAIGN		DUNGEON MASTER		1	Combat Reflexes	Extra attks of opportunity equal to DEX bonus	0-	LVL: Detect M Resistar			
88,000	1,	,			Exotic Weapon	No penalties for using one chosen		Ghost S	ound		
EXPERIENCE POINTS	'	EXPERIENCE POINTS (MULTI-CLASS	5)	H		exotic weapon Take up to 5 from attack bonus		Mage Ha			
			,	L	L Expertise	(up to base); add to AC		Lullaby			_
	GE	AR		c	Improved Critical*	Doubles critical threat range for chosen weapon	1	ST: Alarm Sleep			
ITEM	WT.	ITEM	WT.					· · ·	ous Retrea	at	
Keen Rapier of Charm, +3	3	Bardic Outfit		Z	Improved Initiative	+4 to initiative roll Use DEX bns instead of STR bns		Ventriloo	quism		
Tripping Whip, +3	2	Ring of Protection, +2		H	[⊄] Weapon Finesse*	to hit with chosen wpn		ND: Cat's Gr	200		
				0	<i>"</i>		2	Eagle's	Splendor		
Light Crossbow, +1	6	Cape of Resistance, +1	2					Invisibilit Silence	ty		
Elven Leather, +5	15			-							
Wooden Buckler, +2	5							RD: Clairaud	lience/Clai	rvoyance	
								Displace	ement		
								Haste Cure Se	rious Wou	inds	
Lt. Riding Horse w/gear		Backpack	2								
Small Tent & 2 Bedrolls (one for Cora)		Everburning Torch	1				. 4	TH: Break E	nchantme	nt	
Camp Kit		Potion of Cure Light Wounds (6)	1.5	1				Modify N Legend			
Camp Kit		Folion of Care Light Wounds (0)							on Door		
Weapon Maint Kit		Instrument Maint Kit	2	-							
		Trophy Pouch (for S.B. rings)					5	TH: Seeming	-		
		Lyre of Building	3				•	Greater	Dispel Ma	gic	
							•				
							_				
							6	TH:			
		Masterwork Lute	6				-				
							. 7	TH:			
Potion Belt (holds 10)	1										_
Cure Light Wounds (10)	2.5						. 8	ITH:			
								TU.			
								·····.			
				_				SPEL	L SAV	Έ	8
							•				DC MC
	1						•	SPELL SAVE DC		BASE SPELLS	s +
	1			1				18	0-LVL	3	٦.
				1	50 lb.	100 lb. 150 lb.					4
					LIGHT LOAD	MEDIUM LOAD HEAVY LOA	D	19	1ST	3	+
					100 lb.	200 lb. 500 lb.	AG	20	2ND	3	+
	$\mathbf{+}$	TOTAL WEIGHT CARRIED	53	1		ALADIN'S TURNING CHART	-	21	3RD	3	╡
			55		NOT	AVAILABLE			JRD		┛
		TOTAL WEIGHT	223					22	4TH	2	+
MONEY / 1	RF	ASURE ITEMS			Turning Check	Max HD of Undead Affected		23	5ТН	0	٩,
WEIGHT			1		Up to 0 1 - 3	Cleric's Level -4 Cleric's Level -3			1		-
CP: 0.8 IN BANK	:				4 - 6	Cleric's Level -2		24	6TH	X	+
	_			1	7 - 9	Cleric's Level -1		25	7ТН	х	7
GP VALUE 22,500 gr	0			1	10 - 12 13 - 15	Cleric's Level Cleric's Level +1			о т		=
220.00			<u> </u>		16 - 18	Cleric's Level +2		26	8TH	Х	_
GP: 00					19 - 21 22+	Cleric's Level +3 Cleric's Level +4		27	9TH	х	+
20				1					RICAL	DOMA	INS
PP: 20				1	If cleric's IvI is do	uble or more the HD of undead,	0	NE			
20				l	they are	destroyed, not turned.	Т	WO			

voyance nds ic 8 DC MODF'R BASE SPELLS + BONUS SPELLS 3 0 + 2 3 3 1 3 1 2 1 0 1 х х х X Х Х х Х DOMAINS

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	DEATH	I TOL	L			
TYPE OR NAME	NOTES	FACED	KILLS	FALLS	NTCH	CRITS
	u al Tatal	•				
	nd Totals		0	0	0	0
Total Effe	ctiveness	0%	0%	0%	0%	0%

PARTY MEMBERS / CO	NTACTS
NAME OF CHARACTER / CLASS	PLAYED BY:

Cora O'Banion / Bardess & Beloved	Heather
OTHER CONTACT PERSONS	TITLE / POSITION

BACKGROUND	LIFE EVENTS:
	Childhood:
HOMELAND:	Youth:
Climate:	Pivotal Events:
Terrain:	Other:
Community:	RELATIONSHIPS:
FAMILY:	Parents:
Economic Status:	Siblings:
Social Standing:	Grandparents:
Defense Readiness:	Extended Family:
Private Ethics:	Friends:
Public Ethics:	Enemies:
Religious Commitment:	Instructors:
Reputation:	EDUCATION:
Political Views:	Childhood Instruction:
Power Structure:	Formal Education:
Ancestors of Note:	Trade(s) Learned:
PERSONALITY QUALIT	TES & PHYSICAL DESCRIPTION
Based almost entirely on Antonio Banderas, as ap	opearing in "The Mask of Zorro."
Considered "most eligible bachelor of Goldplain" b	by "The Daily Crossing," the local paper.
REGIONAL TRAITS	RACIAL TRAITS
REGIONAL TRAITS Born: 11 Reaping 564 CY, in the Sheldomar Va	
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bo	alley 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland	alley 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bo +1 HP as you learn metamagic feat) Equipment: 0	alley 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bo +1 HP as you learn metamagic feat)	alley 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter
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Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bor +1 HP as you learn metamagic feat) Equipment: 0 Skill: First Impression (+4 bonus) Initial languages = Common + racial languages + INT bonus.	alley 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter Leach
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bor +1 HP as you learn metamagic feat) Equipment: 0 Skill: First Impression (+4 bonus) Initial languages = Common + racial languages + INT borus. additional language (Speak Language) = 2 Skill Points.	alley 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter Leach
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bor +1 HP as you learn metamagic feat) Equipment: 0 Skill: First Impression (+4 bonus) Initial languages = Common + racial languages + INT bonus. additional language (Speak Language) = 2 Skill Points. Regional Language: Keolandish	alley 1 extra feat at first level 4 extra SP at 1st lvl; 1 extra SP/lvl thereafter Leach
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bor +1 HP as you learn metamagic feat) Equipment: 0 Skill: First Impression (+4 bonus) Initial languages = Common + racial languages + INT borus. additional language (Speak Language) = 2 Skill Points Regional Language: Keolandish Racial Language: none	A lever of the second s
Born: 11 Reaping 564 CY, in the Sheldomar Va region, in Keoland Feat: Mind over Body (Use INT mod for HP bor +1 HP as you learn metamagic feat) Equipment: 0 Skill: First Impression (+4 bonus) Initial languages = Common + racial languages + INT borus. additional language (Speak Language) = 2 Skill Points Regional Language: Keolandish Racial Language: none Other Languages:	A lever of the second s

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