Options

Bad-Ass Bandanna Studios presents:

PATHFINDER CHARACTER SHEET v2.6.2

CHARACTER

Name: Ider|

Race: Halfelf | Size: Large | Size Modifier: -1

Campaign: Gaston | Player: Oso

ABILITIES

	Score	Modifier	Temp Score	Temp Modifier
STR	16	3		
DEX	14	2		
CON	13	1		
INT	14	2		
WIS	12	1		
CHA	14	2		

CLASSES

	Skill Ranks	Hit Die	Level
1 Skald		d 8	2
2		d	
3		d	
4		d	
Favored class +1 hp or skill rank per level	+ INT per level	+ CON per level	

Level Adjustment

Effective Character Level: 2

VISION

- Normal
- Low-Light
- Dark Vision: 30ft

Favored class bonuses: Hit Points | Skill Ranks 6

EXPERIENCE

Current: Medium

Next Level: 5,000

Notes: DC LVL DE CONJURO MAS 10 MAS CARISMA

The effects of your bardic performance carry on, even after you have stopped performing. Prerequisite: Bardic performance class feature. Benefit: The bonu

FEATS & SPECIAL ABILITIES

A skald is trained to use music, oration, and similar performances to inspire his allies to feats of strength and ferocity. At 1st level, a skald ca

Inspired Rage (Su) At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving th

Todas las tiradas de knowledge mas inteligencia

mas 1 por no usar escudo

3 dardos 1d4

1d8 mas uno de ataque

Fuerza de energia negativa

Languages common y elven

arbol (??)

jabon de afecciones

disfrazes ilimitado.

LANGUAGES

SKILLS

Ranks Used: 10 / 10

*Armor Check Penalty Applies

	Usable Untrained	Skill Bonus		Class Skills +3	Ranks	Misc.
Acrobatics*	■	7	DEX 2	■	2	
Appraise	■	2	INT 2	■		
Bluff	■	2	CHA 2	■		
Climb*	■	3	STR 3	■		
Diplomacy	■	2	CHA 2	■		
Disable Device*		n/a	DEX 2	□		
Disguise	■	2	CHA 2	□		
EscapeArtist*	■	6	DEX 2	■	1	
Fly*	■	2	DEX 2	□		
Handle Animal		n/a	CHA 2	■		
Heal	■	1	WIS 1	□		
Intimidate	+ Size diff x4 ■	6	CHA 2	■	1	
Linguistics		n/a	INT 2	■		
Perception	■	10	WIS 1	■	1	5
Ride*	■	2	DEX 2	□		
Sense Motive	■	5	WIS 1	■	1	
Sleight of Hand*		n/a	DEX 2	□		
Spellcraft		n/a	INT 2	■		
Stealth*	■	2	DEX 2	□		
Survival	■	1	WIS 1	□		
Track	□ Trained	n/a	SURVIVAL 1			
Swim*	■	3	STR 3	■		
Use Magical Device		6	CHA 2	■	1	
Knowledge: Arcana		7	INT 2	■	1	1
Knowledge: Dungeoneering		n/a	INT 2	■		
Knowledge: Religion		n/a	INT 2	■		
Knowledge: Nature		n/a	INT 2	■		
Knowledge: The Planes		n/a	INT 2	■		0
Perform	CHA	7	2	■	2	0
				□		
				□		
				□		
				□		
				□		
				□		

Other skills: Craft - INT | Perform - CHA | Knowledge - INT | Profession - WIS

HEALTH

HP (Hit Points) — Max. 15 — Temp. Max 0 — Current 11

Nonlethal Damage

☐ Dying ☐ Stable ☐ Unconscious

DEFENSES

Including Shield 18 — No Shield 16 — C.M.D. 17 (Flat-Footed 16, Touch 11)

Str Mod.	Dex Mod.	Size Mod.	Armor Bonus	Natural Armor	Deflect. Bonus	Dodge Bonus	Misc. AC	Misc. CMD
3	2	-1	7					

Uncanny Dodge ☐

Damage Reduction/ Energy Resistance: +4 ling/spells

	Fortitude (Con)	Reflex (Dex)	Will (Wis)
Total	3	2	3
Ability Mod.	1	2	1
Base Save Bonus	2		2
Misc.			

Spell Resistance

☐ Evasion ☐ Improved Evasion ☐ Defensive Combat Training ☐ Trap Sense ____

☐ Endurance

COMBAT & ATTACKS

INITIATIVE

2 — Dex Mod. 2 — Misc. — Temp.

Attacks

	1st	2nd	3rd	4th	5th	Ability Mod.	Size Mod.	Misc.	Temp.
Melee (Str)	3	/	/	/	/	3	-1		
Ranged (Dex)	2	/	/	/	/	2			
C.M.B. (Str)	5	/	/	/	/	3	1		

BASE ATTACK BONUS

1st	2nd	3rd	4th	5th
1	/	/	/	/

WEAPONS

	Modified Attacks 1st	2nd	3rd	4th	5th	Attack Bonus	Finesse	Weapon Damage	Damage Bonus	Critical	Type	Light, 1H, or 2H	Ranged	Increment (Ft.)	Weight (Lbs.)
Longsword 1d8masterwork	3	/	/	/	/		☐						☐		
Rapier 1d6	3	/	/	/	/		☐						☐		
Throwing axe x1 1d6	2	/	/	/	/		☐						■		
		/	/	/	/		☐						☐		
		/	/	/	/		☐						☐		
		/	/	/	/		☐						☐		
		/	/	/	/		☐						☐		
Unarmed Strike		/	/	/	/		☐						☐ Deals Lethal Damage		

AMMUNITION

	Attack Bonus	Damage	Quantity	Ea. (Lbs.)
1d20+3+1				
1d8-3-1				

Wand Name — Details — CHARGES #

Wand Name — Details — CHARGES #

Rope - Rations x5 days - sleep equipment

1000 xp

SPEED

Sq. Feet	Current	Total	Base	Class	Misc.	Temp.
	30	30	30			
	6	6	6			

Slow & Steady ☐

	Multiplier	1 rd.(ft)	1 min.(ft)	1 hr.(mi)	1 day(mi)
Walk (normal)	x1	30	300	3	24
Hustle	x2	60	600	6	
Run	x3	90	900		

	Feet
Fly	
Burrow	
Climb	
Swim	

COMBAT ABILITIES

Name	Uses Per Day
1 spell comp vauch	

COMBAT ABILITIES DESCRIPTIONS

0 spells (infinito)
Mage hand
You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's rang

Flare
close (25 ft. + 5 ft./2 levels)
Fortitude save.

spark
Light
Lullaby
(100 ft. + 10 ft./level)
Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

1)(2xdia)
Ear piercing scream
You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

cure light wounds
1d8

Saving Finale

METAMAGIC

METAMAGIC	+Lvl	EFFECTS

INVENTORY

Qty	Ea	Item Name	Bag#	Weight
		heal wand 50		0
		Wrist Sheath, spring loaded		0

BAGS & CONTAINERS

Bag#	Name	EX?	Volume	Weight
1			/	
2			/	
3			/	
4			/	
5			/	
6			/	

WORN CLOTHING & EQUIPMENT

Headband (Headbands, phylactery, etc.) — Weight

Face / Eyes (Goggles, lenses, masks, spectacles, third eyes) — Weight

Head (Circlets, crowns, hats, helmets) — Weight

Neck (Amulets, badges, brooches, collars, medals, medallions, pendants, periapts, scarabs, scarfs, torcs) — Weight

Shoulders (Capes, cloaks, mantles, shawls) — Weight

Armor — Weight
mithril mail
Light | 5 | | | | |
Type | AC Bonus | Max. DEX | Check Penalty | Spell Failure (%) | Encumb.
☐ Unequipped

Chest (Shirts, tunics, vests, vestments) — Weight

Body — Weight

Hands (Gauntlets, gloves) — Weight

Waist (Belts, girdles, sashes) — Weight

Shield — Weight
Heavy | 2 | | |
Type | AC Bonus | Check Penalty | Spell Failure (%)
☐ Unequipped

Arms / Wrists (Armbands, bracelets, bracers) — Weight

Fingers (Rings) – Left
(Rings) – Right

Feet (Boots, sandals, shoes, slippers) — Weight

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ITEM NOTES

Inspired Rage (Su) At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving throws, but also take a –1 penalty to AC. While under the effects of inspired rage, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. At 4th level and every 4 levels thereafter, the song's bonuses on Will saves increase by 1; the penalty to AC doesn't change. At 8th and 16th levels, the song's bonuses to Strength and Constitution increase by 2. (Unlike the barbarian's rage ability, those affected are not fatigued after the song ends.) If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level instead of those from the skald (still suffering no fatigue afterward). However, inspired rage does not allow the ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

Lingering Song
Benefit: 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.

LOADS & LIFT

	Weight Range (Lbs.)	Check Penalty	Max. DEX	Speed (ft./rd.)	Max. Run	STR Bonus
Light	0 – 152	Normal		30	x4	
Medium	153 – 306	-3	3	20	x4	
Heavy	307 – 460	-6	1	20	x3	

Quadruped ☐ Ant Haul ☐

	Capacity	Weight (Lbs.)	Speed (ft./rd.)	Max. Run
Lift Off Ground	2x Max.	920	5	5
Push or Drag	5x Max.	2300	5	5

ENCUMBRANCE

Bags: 0.00 lb
Coins: 1.64 lb
Coin Bag#:

Carried Items	0.00 lb
Armor & Shield	0.00 lb
Worn Items	0.00 lb
Total Weight	1.64 lb

WANDS

Wand Name
Details — CHARGES # ☐☐☐☐☐☐☐☐☐☐

Wand Name
Details — CHARGES # ☐☐☐☐☐☐☐☐☐☐

MONEY

Copper		cp
Silver	82	sp
Gold		gp
Platinum		pp
Total	8.2gp	

Options

NOTES

Well-Versed (Ex)

At 2nd level, the skald becomes resistant to sonic effects. The skald gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

Versatile Performance (Ex)

[Errata] At 2nd level, a skald can choose one type of Perform skill associated with the skald class. He can use his bonus in that skill in place of his bonus in the associated skills listed below. When substituting in this way, the skald uses his total Perform skill bonus, including class skill bonus, in place of the associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 7th level, and every 5 levels thereafter, the bard can select an additional type of Perform to substitute. Bluff/Diplomacy

Elven Immunities: Half-elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.

Options

MORE NOTES