

CHARACTER NAME

Bard

CLASS

15

LEVEL

Doppelganger

RACE

Monstrous Humanoid (shapechanger)

TYPE

PLAYER NAME

Medium

Male

GENDER

NE

ALIGNMENT

REGION

DEITY

EYES

HAIR

ABILITY NAME

ABILITY SCORE

ABILITY MODIFIER

TEMP. SCORE

TEMP. MODIFIER

STR

STRENGTH

16

+3

DEX

DEXTERITY

25

+7

CON

CONSTITUTION

18

+4

INT

INTELLIGENCE

30

+10

WIS

WISDOM

18

+4

CHA

CHARISMA

28

+9

TOTAL

WOUNDS

NON-LETHAL DAMAGE

SPEED

HP

HIT POINTS

115

30 ft/x4

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[illegible]

SPECIAL ABILITIES/FEATS

— RACIAL ABILITIES —

- × Constitution+2
- × Base land speed of 30 feet.
- × Natural Weapons: Slam(1d6+4),
- × Darkvision 60 feet.
- × Immunity to sleep, charm effects
- × +4 racial bonus on Bluff and Disguise checks.
- × Favored Class: Rogue

— CLASS ABILITIES —

- × Proficient in light armor, and all shields (except tower shields)
- × Proficient with all simple weapons, and with Longsword, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword, Whip, Whip-dagger.
- × You can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.
- × Bardic Knowledge(Ex): You possess a special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+0
- × Bardic Music: Performances can create varied magical effects 15 times per day.
 - × Countersong(Su): You can counter any sonic or language-dependent magical effect. Anyone within 30 feet can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.
 - × Fascinate(Sp): You can fascinate 5 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to 15 round(s).
 - × Inspire Courage(Su): While singing; all allies who can hear you gain a +3 morale bonus to saving throws against charm and fear effects; and a +3 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.
 - × Inspire Competence(Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes.
 - × Suggestion(Sp): You can make a suggestion (as the spell) to a creature you have already fascinated. Will save (DC 26 negates).
 - × Inspire Greatness(Su): You can inspire up to 3 creature(s). This gives them +2 bonus Hit Dice (d10s); +2 competence bonus on attacks; and +1 competence bonus on Fortitude saves. This lasts as long as you play; and for 5 rounds after you stop.
 - × Song of Freedom(Sp): With one minute of uninterrupted music and concentration you can affect a single target within 30 feet as though with a break enchantment spell.
 - × Inspire Heroics(Su): You can inspire tremendous heroism in 1 willing ally(including yourself) within 30 feet. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.
 - × Alertness: While the familiar is within arms reach; you gain the Alertness feat (+2 to Spot & Listen checks).

— FEATS —

- × Persuasive(PH 98) : +2 bonus on Bluff and Intimidate checks.
- × Skill Focus(PH 100) (Gather Information; Diplomacy) : +3 bonus on checks with selected skill.
- × Obtain Familiar(CAr 81) : Obtain a familiar in the same manner as a sorcerer or wizard
- × Obscure Lore(CAd 111) : Gain +4 bonus on bardic knowledge or lore checks
- × Forbidden Lore(HH 123) : Gain bonuses on your bardic knowledge or lore checks.

RACE/CLASS SPECIAL ABILITIES
<p>— RACIAL ABILITIES —</p> <ul style="list-style-type: none">× Constitution+2× Base land speed of 30 feet.× Natural Weapons: Slam(1d6+4),× Darkvision 60 feet.× Immunity to sleep, charm effects× +4 racial bonus on Bluff and Disguise checks.× Favored Class: Rogue <p>— CLASS ABILITIES —</p> <ul style="list-style-type: none">× Proficient in light armor, and all shields (except tower shields)× Proficient with all simple weapons, and with Longsword, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword, Whip, Whip-dagger.× You can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.× Bardic Knowledge(Ex): You possess a special Knowledge skill for stray bits of trivia. This Knowledge check is 1d20+0× Bardic Music: Performances can create varied magical effects 15 times per day.<ul style="list-style-type: none">× Countersong(Su): You can counter any sonic or language-dependent magical effect. Anyone within 30 feet can use your Perform check in place of their saving throw. You can maintain a countersong for 10 rounds.× Fascinate(Sp): You can fascinate 5 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to 15 round(s).× Inspire Courage(Su): While singing; all allies who can hear you gain a +3 morale bonus to saving throws against charm and fear effects; and a +3 morale bonus to attack and weapon damage rolls. The effect lasts as long as you sing plus 5 rounds.× Inspire Competence(Su): You can help an ally succeed at a task. They get a +2 competence bonus to skill checks as long as they are able to see and hear you and are within 30 feet. This can be maintained for 2 minutes.× Suggestion(Sp): You can make a suggestion (as the spell) to a creature you have already fascinated. Will save (DC 26 negates).× Inspire Greatness(Su): You can inspire up to 3 creature(s). This gives them +2 bonus Hit Dice (d10s); +2 competence bonus on attacks; and +1 competence bonus on Fortitude saves. This lasts as long as you play; and for 5 rounds after you stop.× Song of Freedom(Sp): With one minute of uninterrupted music and concentration you can affect a single target within 30 feet as though with a break enchantment spell.× Inspire Heroics(Su): You can inspire tremendous heroism in 1 willing ally(including yourself) within 30 feet. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.× Alertness: While the familiar is within arms reach; you gain the Alertness feat (+2 to Spot & Listen checks).

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