

SHIELD SPELL FAILURE SHIELD BONUS MAX DEX WEIGHT **CHECK PENALTY SPECIAL PROPERTIES** OTHER POSSESSIONS QUAN **ITEM** LOCATION WGT QUAN **ITEM** LOCATION WGT +1 Longsword Carried Wrist Sheath (Medium creature) Carried Carried Weapon cord Waterskin 1 Bag of Holding type II Potion of Cure Serious Wounds (CL: 5) Carried Potion of Expeditious Retreat (CL: 3) Carried Potion of Barkskin (CL: 3) Carried Bag of Holding type II 25 Carried Armor, Shield and Slotted Items Total Weight Carried 53 * Weight is modified by its location **EXPERIENCE / LEVEL SLOTS** Belt of Giant Strength +2 **HEADBAND** Headband of Aerial Agility +2 CHA **BELT Current XP BODY NECK** RING (LEFT) 51 000 **CHEST** 8th Level **EYES** RING (RIGHT) **ENCUMBRANCE** FEET **Acrobat Slippers SHOULDERS HANDS WRIST** 100 200 300 **HEAD** Circlet of Persuasion **HEAVY LOAD** MEDIUM LOAD WEALTH [0 lbs] 1 500 600 300 CP OVER HEAD LIFT OFF MISC

PROTECTION

ARMOR BONUS

+6

SPECIAL PROPERTIES

Armor treated as Light Armor for Proficiency.

TYPE

Light

WEIGHT

20,0

ARMOR

Elven Chain (Medium)

-2

SPELL FAILURE

20%

SPEED

4

ABILITIES

Human Traits (Core 27)

- Bonus Feat (Core 27): You gain 1 bonus feat at 1st level*.
- Skilled (Core 27): You gain 1 additional skill rank at each level*.

Favorite Class Options

- Add 1 spell(s) known from the Zero level bard spell list.
- Add 2 spell(s) known from the 1st level bard spell list.*
- Add 4 spell(s) known from the 2nd level bard spell list.*

Traits

MAX DEX BONUS

+4

- Tactician (UCa 54): You gain a +1 trait bonus on initiative checks*. In addition, once per day when you make an attack of opportunity, you gain a +2 trait bonus on the attack roll.
- Blood of Dragons (low-light vision) (UCa 62): You gain low-light vision*.

Class Features

- Archetype: Dervish Dancer
- Armor and Shield Proficiency: You are proficient in Light Armor. You are proficient with shields (excluding tower shields.) *
- Weapon Proficiency: You are proficient with all Simple weapons. Additionally you are proficient with the following weapons: Kukri; Longsword; Sap; Scimitar; Shortbow; Sword, short
- Bardic Knowledge (Ex) (Core 35): You add +3 to all Knowledge skill checks* and may make Knowledge skill checks untrained*.
- Battle Dance (UC 33): You are trained in the use of the Perform skill, especially dance, to create magical effects on yourself. You can start a Battle Dance as a move action and maintain it each round as a free action. You cannot perform a battle dance while wearing medium or heavy armor. You can use this ability for 20 rounds per day.
- You can create the following effects with your Bardic Performance::
 - Countersong (Su) (Core 36): You can counter magic effects that depend on sound (but not spells that have verbal components.) Each round of countersong you make a Perform (keyboard, percussion, wind, string or sing) check. Any creature within 30ft affected by a sonic or language-dependent magical attack can use this check in place of their saving throw. A creature already under the effect of such a magical attack gains another saving throw each countersong round, but must use your Perform skill check. Countersong relies on audible components.
- Distraction (Su) (Core 36): You can counter magic effects that depend on sight. Each round, you make a Perform (act, comedy, dance or oratory) skill check. Any creature within 30ft affected by an illusion (pattern or figment) magical attack may use your Perform check in place of the save. If a creature is already affected by such an attack, it gains another saving throw each round of Distraction, but must use your Perform check. Distraction relies on visual components.
- Fascinate (Su) (Core 37): You can use your performance to cause 3 creatures within 90 feet to become fascinated (DC 17) with you. Fascinated creatures sit quietly and observe the performance while you maintain it, and take a -4 penalty on skill checks made as reactions. Distraction from nearby combat or danger prevents this from working, and any potential threat to the target allows them to make a new saving throw. Obvious threats automatically break the weapon. This is an enchantment, mind-affecting ability and relies on audible and visual components.

* Denotes bonuses or penalties already included in the calculations

ABILITIES (Cont)

- Inspire Courage (Su) (Core 37): You can use your performance to inspire courage in yourself, providing a +2 morale bonus to saving throws against charm and feat effects, and a +2 competence bonus to attack and weapon damage rolls. This uses audible or visual components.
- Inspire Competence (Su) (Core 37): You can use your performance to provide a +3 competence bonus to a skill check for an ally within 30 feet. This relies on audible components.
- Rain of Blows (Su) (UC 33): You can use your battle dance to speed up your attacks. When making a full attack action, you may make one extra attack with any weapon you are holding, as though under the effects of a haste spell. you also gain a +1 bonus on attack rolls and a +1 dodge bonus to AC and on Reflex saves.
- Well-Versed (Core 38): You gain a +4 bonus on saving throws made against bardic performance, sonic, and language dependent effects.
- Masterpieces (UM 21): You have developed special abilities with your bardic performance. Unwilling creatures may attempt a Will save (DC 17).
- Life Budding on Salted Earth (CoP 25): This masterpiece grants all allies within 30 feet fast healing 1 for as long as you maintain the performance. You may increase the cost per round of the performance up to 3 to increase the fast healing by 1 for each additional round expended.
- Fleet (Su) (UC 33): While performing a battle dance, you gain a +15 enhancement bonus to your land speed.
- Versatile Dance (Ex) (UC 33): You gain a +3 bonus on Perform (dance) checks. You can use your bonus for your Perform (dance) skill in place of your bonus for Acrobatics.

Feats

- Weapon Focus (Longsword) (Core 136): You gain a +1 bonus on all attack rolls you make with this weapon.*
- Power Attack (Core 131): You can choose to take a –2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased to +6 with two-handed weapons, a one handed weapon using two hands, or a primary natural weapon. This bonus to damage is decreased to +2 if you are making an attack with an off-hand weapon or secondary natural weapon.
- Quick Draw (Core 131): You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action.
- Skill Focus (Diplomacy) (Core 134): You get a +3 bonus on all checks involving the chosen skill.*
- Armor Proficiency, Light (Core 118): You are proficient wearing light armor.
- Shield Proficiency (Core 133): When you use a shield, the shield's armor check penalty only applies to Strength- and Dexterity-based skills.*

Magic Items

- Elven Chain (Medium) (Core 466): Armor treated as Light Armor for Proficiency.
- Belt of Giant Strength +2 (Core 502): You receive a +2 enhancement bonus to strength*
- Acrobat Slippers (UE 228): Retain Dex bonus to AC when climbing, running, or using the Acrobatics skill to move on narrow surfaces or uneven ground without falling. Gain +2 competence bonus to CMD against trip maneuvers and Reflex saves to avoid falling (including falling prone).
- Circlet of Persuasion (Core 506): Grants a +3 competence bonus

 * Denotes bonuses or penalties already included in the calculations

CLASS ABILITIES/MAGIC ITEMS

Battle Dance

rounds/day

Handwritten Notes

Player Name	POHT Character Name			Portrait
Weapon 5	ATTACK BONUS		CRITICAL	
TYPE RANGE	AMMUNITION	DAM/	AGE	
SPECIAL PROPERTIES				
Weapon 6	ATTACK BONUS		CRITICAL	
TYPE RANGE	AMMUNITION	DAM		
SPECIAL PROPERTIES				
Maanan 7				
Weapon 7	ATTACK BONUS		CRITICAL	
TYPE RANGE SPECIAL PROPERTIES	AMMUNITION	DAM/	AGE	
T EGINET KOT EKTIES				
Weapon 8	ATTACK BONUS		CRITICAL	Additional Notes
TYPE RANGE	AMMUNITION	DAMA	AGE	
SPECIAL PROPERTIES		1		
Weapon 9	ATTACK BONUS		CRITICAL	
TYPE RANGE	AMMUNITION	DAM/	AGE	
SPECIAL PROPERTIES				
Weapon 10	ATTACK DONUS		CRITICAL	
TYPE RANGE	ATTACK BONUS AMMUNITION	DAM		
SPECIAL PROPERTIES				
Weapon 11	ATTACK BONUS		CRITICAL	
TYPE RANGE	AMMUNITION	DAMA	AGE	
PECIAL PROPERTIES				
Weapon 12	ATTACK BONUS		CRITICAL	
TYPE RANGE	AMMUNITION	DAM/	AGE	
PECIAL PROPERTIES				

YAPCG 8.13

ABILITIES (Cont)	ABILITIES (Cont)
to charisma-based checks.*	
 Headband of Aerial Agility +2 CHA (UE 248): Treats caster 	
level as if it were one level higher when casting spells or	
creating extracts that grant flight. Grants a +2 enhancement	
bonus to Charisma*. • Bag of Holding type II (Core 500): A bag opening into	
nondimensional space. Capacity is 500 lbs or 70 cubic feet.	
	#
* Denotes bonuses or penalties already included in the calculations	YAPCG 8.13

CONDITIONAL MODIFIERS	
Saving Throws: • +4 - vs bardic performance, sonic, and language dependent effects. (Well-Versed)	
Sleight of Hand: • +2 - When being frisked or observed for hidden items in wrist sheath (Wrist Sheath (Medium creature))	

 Spells per day
 Spells Known

 Level 0 1 2 3 4 5 6 7 8 9
 Level 0 1 2 3 4 5 6

 Bard (7th) ∞ 5 4 2
 Bard (7th) 7 7 8 2

Character Name: POHT Class: Bard (7th)

Concentration Check: 1d20 + 11

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
'				divination	60 ft.	none	You detect magical auras. The amount of information revealed depends on how long you study a particular area	
	O Detect Magic 14 Area Comp Casting Time	Duration	SR	or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and	Core			
			- '	cone V, S, M 1 SA	concentration, up to 7 min	n. no	the power of the most potent aura. 3rd Round: The strength and location of each aura.	267
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				evocation [light]	170 ft.	none	You create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four	Core
	0	Dancing Lights	14	Area Comp Casting Time	Duration	SR	glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire	
				V, S 1 SA	1 minute	no	(no concentration required).	263
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				evocation [light]	touch	none	This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing	Core
	U	Light	14	Area Comp Casting Time	Duration	SR	the light level for an additional 20 feet by one step, up to normal light	304
Day as and Carella		Carll Name	DC	V, M, DF 1 SA	70 min.	no	Description (Control of the Control	
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
	1	Cura Light Wounds	1 [conjuration (healing)	touch Duration	Will half (h); see text	When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. Since undead are powered by negative energy, this spell deals damage to them instead. An undead creature can	Core
		Cure Light Wounds	13	Area Comp Casting Time V, S 1 SA		yes (h); see text	apply spell resistance, and can attempt a Will save to take half damage.	263
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
r repared Spells	LCVCI	Spen Name		transmutation	touch	Will neg (h, object)	Description	
	1	Weaponwand	15	Area Comp Casting Time	Duration	SR	You can join a wand and your weapon	ISM
	_	VVcaponivana	13	V, S 1 rd	7 min.	yes (harmless, object)	7 7	63
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				transmutation	personal		This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There	Core
	1	Expeditious Retreat	15	Area Comp Casting Time	Duration	SR	is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases	
	1			V, S 1 SA	7 min.		your speed, this spell affects your jumping distance (see the Acrobatics skill).	279
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				transmutation	40 ft.	Will neg (h) or Will neg (object)	The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a	Core
	1	Feather Fall	15	Area Comp Casting Time	Duration	SR	mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon	
				V 1 immed	until landing or 7 round(s)	yes (object)	landing while the spell is in effect.	281
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description Association in the control of the contr	Source
	4		4 -	conjuration (creation)	40 ft.	see text	A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half	Core
	⊥	Grease	15		Duration	SR	normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a	291
Duamanad Cualla	Lovel	Co all Name	DC	V, S, M 1 SA	7 min.	no	Reflex save or fall)	
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
	2	Alter Self	16	transmutation (polymorph) Area Comp Casting Time	personal Duration	SR	You can assume the form of any Small or Medium creature of the humanoid type	Core
	_	Aiter Seir	10	V, S, M 1 SA	7 min.	31(Tou can assume the form of any small of Mediani decatare of the humanola type	240
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
- repared spens		Spen Hame		enchantment (compulsion) [mind-affecting]	touch	Will neg (h)	<u> </u>	
	2	Heroism	16		Duration	SR	The target gains a +2 morale bonus on attack rolls, saves, and skill checks.	Core
	_			V, S 1 SA	70 min.	yes (h)		295
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				divination	touch	Will neg (h)	This spell grants the creature touched the ability to speak and understand the language of any intelligent	Core
	2	Tongues	16	Area Comp Casting Time	Duration	SR	creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with	
				V, M, DF 1 SA	70 min.	no	creatures who don't speak.	360
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				conjuration (creation)	170 ft.	Will neg (blinding only)	A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and	Core
	2	Glitterdust	16		Duration	SR	visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which	290
				10ft burst V, S, M 1 SA	7 round(s)	no	cannot be removed and continues to sparkle until it fades.	
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
	_	A auta Carrer	10	transmutation	touch	Will neg (h)	The toward asing a 110 anhancement have an Properties wheels	UM
	2	Acute Senses	16		Duration	SR	The target gains a +10 enhancement bonus on Perception checks	205
				V, S, M 1 SA	7 min.	yes		

 Spells per day
 Spells Known

 Level 0 1 2 3 4 5 6 7 8 9
 Level 0 1 2 3 4 5 6

 Character Name: POHT
 Class: Bard (7th)
 Bard (7th)
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Concentration Check: _{1d20 + 11}

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				transmutation	personal		You immediately move up to 30 feet in a straight line any direction, momentarily leaving a multi-hued cascade of	ISM
	2	Bladed Dash	16	Area Comp Casting Time	Duration	SR	images behind you. This movement does not provoke attacks of opportunity. You may make a single melee attack at your highest base attack bonus against any one creature you are adjacent to at any point along this 30	
				V 1 SA	instantaneous		feet with a 4 bonus on your attack roll.	52
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
)	Charalter of Black	1,0	transmutation	40 ft.	Will neg	The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the	APG
	2	Ghostbane Dirge	16	Area Comp Casting Time V, S, M, DF 1 SA	Duration	SR	incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.	225
Prepared Spells	Level	Spell Name	DC	V, S, M, DF 1 SA School	7 round(s) Range	yes Save	Description	Source
Prepared Spells	Level	Spell Name		illusion (figment)	personal	Save	When cast, 1d4+2 images (maximum eight images total) are created. These images remain in your space and	
	2	Mirror Image	16	Area Comp Casting Time	Duration	SR	move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the	Core
	~	iviiii oi iiiiage		V, S 1 SA	7 min.	S.N	target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead.	314
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
·		·		enchantment (compulsion) [mind-affecting, emotion]	170 ft.	Will neg (h)		Core
	3	Good Hope	17	Area Comp Casting Time	Duration	SR	Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Good hope counters and dispels crushing despair.	
				V, S 1 SA	7 min.	yes (h)	Transport authorized transport and anapolic anapolic and anapolic	291
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
				transmutation	40 ft.	Fort neg (h)	You can haste up to 7 creatures within 30ft of each other. A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. When making a full attack action, they can make one extra attack at	Core
	3	Haste	17	Area Comp Casting Time	Duration	SR	their highest BAB. All movement rates get a 30ft enhancement bonus, up to a maximum of twice their original	294
		C. II.N.		V, S, M 1 SA	7 round(s)	yes (h)	speed.	
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
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				Area Comp Casting Time	Duration	SΝ		
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
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				Area Comp Casting Time	Duration	SR		
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Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
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Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
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