

Palant Ront von Horst

CHARACTER NAME

Barbarian/Bard

CLASS

1/3

LEVEL

Human

RACE

Humanoid (human)

TYPE

Medium

SIZE

26

AGE

Male

GENDER

6'4"

HEIGHT

N

ALIGNMENT

210 lbs

WEIGHT

Wee Jas

REGION

grey

EYES

pale

HAIR

ABILITY NAME

STR

STRENGTH

ABILITY SCORE

16

ABILITY MODIFIER

+3

TEMP. SCORE

TEMP. MODIFIER

ABILITY NAME

DEX

DEXTERITY

ABILITY SCORE

16

ABILITY MODIFIER

+3

TEMP. SCORE

TEMP. MODIFIER

ABILITY NAME

CON

CONSTITUTION

ABILITY SCORE

12

ABILITY MODIFIER

+1

TEMP. SCORE

TEMP. MODIFIER

ABILITY NAME

INT

INTELLIGENCE

ABILITY SCORE

16

ABILITY MODIFIER

+3

TEMP. SCORE

TEMP. MODIFIER

ABILITY NAME

WIS

WISDOM

ABILITY SCORE

10

ABILITY MODIFIER

+0

TEMP. SCORE

TEMP. MODIFIER

ABILITY NAME

CHA

CHARISMA

ABILITY SCORE

14

ABILITY MODIFIER

+2

TEMP. SCORE

TEMP. MODIFIER

HP

HIT POINTS

30

AC

ARMOR CLASS

17

TOUCH

ARMOR CLASS

13

FLAT-FOOTED

ARMOR CLASS

14

INITIATIVE

3

BASE ATTACK

3

MELEE

ATTACK BONUS

6

RANGED

ATTACK BONUS

6

WOUNDS

NON-LETHAL DAMAGE

SPEED

40 ft/x4

TOTAL

30

TOTAL

17

TOTAL

13

TOTAL

3

TOTAL

3

TOTAL

6

TOTAL

6

TOTAL

0

ARMOR BONUS

4

SHIELD BONUS

0

DEX MODIFIER

3

SIZE MODIFIER

0

NATURAL ARMOR

0

DEFLECT BONUS

0

MISC. BONUS

0

ARMOR CHECK PENALTY

-2

DAMAGE REDUCTION

SAVING THROWS

FORTITUDE

CONSTITUTION

TOTAL

4

BASE SAVE

3

ABILITY MODIFIER

1

MISC. BONUS

0

TEMP. MODIFIER

SAVING THROWS

REFLEX

DEXTERITY

TOTAL

6

BASE SAVE

3

ABILITY MODIFIER

3

MISC. BONUS

0

TEMP. MODIFIER

SAVING THROWS

WILL

WISDOM

TOTAL

3

BASE SAVE

3

ABILITY MODIFIER

0

MISC. BONUS

0

TEMP. MODIFIER

SAVING THROWS

GRAPPLE

MODIFIER

TOTAL

6

BASE ATTACK

3

STR MODIFIER

3

SIZE MODIFIER

0

MISC. BONUS

0

SPELL RESISTANCE

0

ARCANE SPELL FAILURE

20%

ACTION POINTS

CONDITIONAL MODIFIERS

ATTACK 1

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork greatsword

7

2d6+4

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

0 ft

8 lb

S

Medium

Two-handed

ATTACK 2

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Composite Longbow [+2]

6

1d8+2

20/x3

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

110 ft

3 lb

P

Medium

Two-handed

ATTACK 3

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork morningstar

5

1d8+3

20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

0 ft

6 lb

B/P

Medium

Two-Weapon (primary)

ATTACK 4

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

Masterwork short sword

5

1d6+1

19-20/x2

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

0 ft

2 lb

P

Medium

Two-Weapon (secondary)

ATTACK 5

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

ATTACK 6

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

SKILLS

MAX RANKS:

CLASS SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

=

ABILITY MODIFIER

+

RANKS

+

MISC. BONUS

x Appraise¹

INT

3

=

3

+

0

+

0

x Balance¹

DEX*

1

=

3

+

0

+

-2

x Bluff¹

CHA

7

=

2

+

5

+

0

x Climb¹

STR*

1

=

3

+

0

+

-2

x Concentration¹

CON

1

=

1

+

0

+

0

x Craft skills...¹

INT

3

=

3

+

0

+

0

x Decipher Script

INT

4

=

3

+

1

+

0

x Diplomacy¹

CHA

13

=

2

+

5

+

6

x Disguise¹

CHA

2

=

2

+

0

+

0

x Escape Artist¹

DEX*

1

=

3

+

0

+

-2

x Forgery¹

INT

3

=

3

+

0

+

0

x Gather Information¹

CHA

9

=

2

+

5

+

2

x Heal¹

WIS

0

=

0

+

0

+

0

x Hide¹

DEX*

1

=

3

+

0

+

-2

x Intimidate¹

CHA

4

=

2

+

0

+

2

x Jump¹

STR*

5

=

3

+

0

+

2

x Knowledge (arcana)

INT

4

=

3

+

1

+

0

x Knowledge (arch & eng)

INT

4

=

3

+

1

+

0

x Knowledge (dungeoneering)

INT

6

=

3

+

1

+

[illegible]

SPECIAL ABILITIES/FEATS

— RACIAL ABILITIES —

- × Base land speed of 30 feet.
- × Bonus Feat: 1st level bonus feat
- × Favored Class: Any

— CLASS ABILITIES —

- × Proficient in light and medium armor, and all shields (except tower shields)
- × Proficient with all simple and martial weapons, and with Whip, Whip-dagger.
- × Fast Movement(Ex): +10 to speed when in medium armor or lighter and not carrying a heavy load.
- × Rage: You can fly into a screaming frenzy once per encounter; up to 1 time per day. This gives +4 to Strength and Constitution; +8 hit points; and a +2 morale bonus to Will saves; but gives a -2 penalty to AC. You cannot use any skills that require patience or concentration while enraged. Your rage lasts up to 6 rounds.
- × 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 3 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 1 creature(s) within 90 feet. If you beat their Will save with a Perform check, they will listen quietly for up to 3 round(s).
 - × Inspire Courage(Su): While singing; all allies who can hear you gain a +1 morale bonus to saving throws against charm and fear effects; and a +1 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.

— FEATS —

- × Combat Expertise(PH 92) : Trade attack bonus for AC (max 3 points).
- × Quick Draw(PH 98) : Draw weapon as free action.
- × Two-Weapon Fighting(PH 102) : Reduce two-weapon fighting penalties by 2.

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