*Character Info*

**Name:** Cat Stevens

**Class:** Bard 1

**Favored Class:**

**Race:** Catfolk

**Alignment:** CN

**Deity:** Cayden Cailean

**Size:** M

**Hair:** Tortoise Shell

**Eyes:** Green

**Height:** 58in

**Weight:** 100

**Hometown:**

**Languages:** Flail SnailCatfolkCommon

*Ability Scores*

| Ability | Total | Modifier | Tem |
|---------|-------|----------|-----|
| STR | 10 | 0 | |
| DEX | 15 | +2 | |
| CON | 12 | +1 | |
| INT | 12 | +1 | |
| WIS | 8 | -1 | |
| CHA | 20 | +5 | |

## Skills

| Class Skill | Skill (* = Trained Only) | Ranks | Ability | Bonuses | AC Penalty | Total |
|---|---|---|---|---|---|---|
| ☑ | Acrobatics | 1 | 2 DEX | 0 | - | 6 |
| ☑ | Appraise | - | 1 INT | 0 | - | 1 |
| ☑ | Bluff | - | 5 CHA | 0 | - | 5 |
| ☑ | Climb | 1 | 0 STR | 0 | - | 4 |
| ☑ | Craft () | - | 1 INT | 0 | - | 1 |
| ☑ | Diplomacy | - | 5 CHA | 0 | - | 5 |
| ☐ | Disable Device* | - | 2 DEX | 0 | - | 2 |
| ☑ | Disguise | - | 5 CHA | 0 | - | 5 |
| ☑ | Escape Artist | - | 2 DEX | 0 | - | 2 |
| ☐ | Fly | - | 2 DEX | 0 | - | 2 |
| ☐ | Handle Animal* | - | 5 CHA | 0 | - | 5 |
| ☐ | Heal | - | -1 WIS | 0 | - | -1 |
| ☑ | Intimidate | - | 5 CHA | 0 | - | 5 |
| ☑ | Knowledge (arcana) | 1 | 1 INT | 1 | - | 6 |
| ☑ | Knowledge (dungeoneering) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (engineering) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (geography) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (history) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (local) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (nature) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (nobility) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (planes) | - | 1 INT | 1 | - | 2 |
| ☑ | Knowledge (religion) | - | 1 INT | 1 | - | 2 |
| ☑ | Linguistics | - | 1 INT | 0 | - | 1 |
| ☑ | Perception | 1 | -1 WIS | 2 | - | 5 |
| ☑ | Perform () | - | 5 CHA | 0 | - | 5 |
| ☑ | Profession ()* | - | -1 WIS | 0 | - | -1 |
| ☐ | Ride | 1 | 2 DEX | 0 | - | 3 |
| ☑ | Sense Motive | - | -1 WIS | 0 | - | -1 |
| ☑ | Sleight of Hand | 1 | 2 DEX | 0 | - | 6 |
| ☑ | Spellcraft* | - | 1 INT | 0 | - | 1 |
| ☑ | Stealth | 1 | 2 DEX | 2 | - | 8 |
| ☐ | Survival | - | -1 WIS | 2 | - | 1 |
| ☐ | Swim | - | 0 STR | 0 | - | 0 |
| ☑ | Use Magic Device* | - | 5 CHA | 0 | - | 5 |

## Racial Abilities

Cat's Luck

Natural Hunter

Sprinter

Low-Light Vision

## Class Features

Spells (Bard)

Cantrips

Bardic Knowledge

Bardic Performance

Countersong

Distraction

Fascinate

Inspire Courage

## Feats

Simple Weapon Proficiency

Light Armor Proficiency

Shield Proficiency

## Traits

## Misc Ability/Skill Bonuses

### **Intimidate**

**Inherent:** You gain a +4 bonus on Intimidate checks if you are larger than your target, and a –4 penalty on Intimidate checks if you are smaller than your target.

## Combat Info

**HP**

| 9 | | | | **AC** | 12 | | 10 | 12 |
|---|---|---|---|---|---|---|---|---|
| Max | Current | Nonlethal | Temp | | | Temp Bonus | Flat-Footed | Touch |

Situational Bonuses

## Saves

| **Fort Save** | 1 | | **Reflex Save** | 4 | | **Will Save** | 1 | |
|---|---|---|---|---|---|---|---|---|
| | Total | Temp | | Total | Temp | | Total | Temp |

Situational Bonuses

## CMD

| **CMD** | 12 | |
|---|---|---|
| | Total | Temp |

Situational Bonuses

## Combat Info

### Info

**Initiative:** 2

**BAB:** 0

**AoO/Rd:** 1

**CMB:** 0

### Speed

**Base Speed:** 30

**Charge Speed:** 80

**Run Speed:** 160

### Senses

**Low-Light Vision**

### Size and Reach

**Size:** medium

**Space:** 5 ft.

**Reach:** 5

### Resistances and Weaknesses

None

### Immunities

**Times per day**

☐

# Cat's Luck

Once per day when making a Reflex saving throw, you can roll twice and take the better result. You must decide to use this ability before the saving throw is attempted.

# Bardic Performance

You have the ability to perform bardic performances. If this card is highlighted, you are currently performing a barding performance.

**Bardic Performance**

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ST

# Countersong

**Range: 30 ft.**

Make a perform (keyboards, percussion, wind or sing) skill check. Any creatures within 30 feet of you (including yourself) may use your Perform check result in place of its own saving throw for effects that are sonic or language-dependent.

**Bardic Performance**

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ST

# Distraction

Make a perform (act, comedy, dance or oratory) skill check. Any creatures within 30 feet of you (including yourself) affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its own saving throw.

**Bardic Performance**

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# Fascinate

*Enchantment (Compulsion), Mind-Affecting*

**DC 15 Will negates**

Cause up to 1 creatures within 90 feet to be fascinated by you, causing them to sit quietly and observe you, taking a -4 penalty on skill checks made as reactions. Any potential threat allows the target a new saving throw. Obvious threats automatically break the effect.

**Bardic Performance**

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# Inspire Courage

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*Mind-Affecting*

**Caster Level:** 1

Allies that can see you gain +1 morale bonus on saving throws against charm and fear effects, and +1 competence bonus on attack and weapon damage rolls.

# Charge

FR

Move up to double your movement in a straight line and attack once, gaining **+2** to your attack roll, but taking **-2** to AC until the beginning of your next turn.

# Fight Defensively

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You can choose to fight defensively, giving you a -**4** penalty on all attacks in a round to gain a +**2** dodge bonus to AC until the start of your next turn.

# Fight Defensively (Full Round)

You can choose to fight defensively, giving you a -**4** penalty on all attacks in a round to gain a +**2** dodge bonus to AC until the start of your next turn.

# Total Defense

ST

You can choose to take the total defense action, gaining a +**4** dodge bonus to AC for 1 round. You can't make attacks of opportunity while using total defense.

# Aid Another

You can assist an ally with their attack roll if you are in a position to make a melee attack against the same creature. Roll against AC 10 and if you succeed your ally gains a +**2** bonus on their attack roll or +**2** bonus to AC against that opponent's next attack. Additionally, you can assist an ally with a skill check, saving throw, etc by making the same check against DC 10. This grants a +**2** bonus.

*Spellcasting*

*Bard Spellcasting*

## Spellcasting Statistics

**Touch:** +0

**Ranged Touch:** +2

**Ray:** +2

**Caster Level Check (Bard):** +1

**Concentration Check (Bard):** +6

*Inventory*

| | | | |
|---|---|---|---|
| Platinum | Looted This Session | Gold | Looted This Session |

| | | |
|---|---|---|
| Silver | Looted This Session | Copper |

Looted This Session

## Encumbrance Info

| Estimated Weight Of Equipment: 0 | Light (< 33 Lbs.) | Medium (< 66 Lbs.) | Heavy (< 100 Lbs.) |
|---|---|---|---|

| **Item** | | | | **Weight** | **Quantity (total)** |
|---|---|---|---|---|---|