

Hendrix Clapton

Character Name

Bard 4

CLASS

4 (3)

9000 / 15000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0		
DEX Dexterity	15	+2	15	+2		
CON Constitution	16	+3	16	+3		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	9	-1	9	-1		
CHA Charisma	20	+5	20	+5		

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE  
(constitution)

+4

=

+1

+

+3

+

+0

+

+0

+

REFLEX  
(dexterity)

+6

=

+4

+

+2

+

+0

+

+0

+

WILL  
(wisdom)

+3

=

+4

+

-1

+

+0

+

+0

+

Stephan

Player Name

Gnome / Humanoid

RACE

70

Male

AGE

GENDER

HP  
hit points

38

WOUNDS/CURRENT HP

AC  
armor class

18

15

14

=

10

+

3

+

1

+

2

+

1

+

0

+

0

+

1

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE  
modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Medium

(rules applied)

Shelyn

Deity

Small / 5 ft.

SIZE / FACE

blue

EYES

None

Region

3' 3" / 38 lbs.

HEIGHT / WEIGHT

purple, ponytail

HAIR

Neutral Good

Alignment

Low-Light Vision

VISION

Points

**Conditional Save Modifiers:**  
+2 vs. illusion spells or effects  
**Conditional Combat Modifiers:**  
+4 dodge bonus to AC against monsters of the giant type.  
+1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+4

=

+3

+

+0

+

+1

+

+0

+

0

+

RANGED  
attack bonus

+6

=

+3

+

+2

+

+1

+

+0

+

0

+

CMB  
attack bonus

+2

=

+3

+

+0

+

-1

+

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRRUN

CMB

+2

+2

+2

+2

+2

+2

CMD

15

15

15

15

15

15

CMB

+2

+2

+2

+2

CMD

15

15

15

15

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d2	20/x2	5 ft.

*Masterwork Longsword (Small)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	S	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d6				

Shortbow (Small)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	S	20/x3	5 ft.
Range: 30 ft.	To Hit: +6	Damage: 1d4			
60 ft.	120 ft.	180 ft.	240 ft.	300 ft.	
TH	+6	+4	+2	+0	-2
Dam	1d4	1d4	1d4	1d4	1d4
360 ft.	420 ft.	480 ft.	540 ft.	600 ft.	
TH	-4	-6	-8	-10	-12
Dam	1d4	1d4	1d4	1d4	1d4

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather (Small)	Light	+3	+5	-1	15
*Buckler (Small)	Shield	+1	-1		5
applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon					

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 15 ft.

TOTAL SKILLPOINTS: 28		MAX RANKS: 4/4			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Acrobatics	DEX	-1	=	2	+ -3
✓ Acrobatics (When Jumping)	DEX	-9	=	2	+ -11
✓ Appraise	INT	1	=	1	
✓ Bluff	CHA	11	=	5 + 3 + 3	
✓ Climb	STR	-3	=	0	+ -3
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	12	=	5 + 4 + 3	
✓ Disable Device	DEX	2	=	2 + 3 + -3	
✓ Disguise	CHA	9	=	5 + 1 + 3	
✓ Escape Artist	DEX	-1	=	2	+ -3
✓ Fly	DEX	1	=	2	+ -1
✓ Heal	WIS	-1	=	-1	
✓ Intimidate	CHA	5	=	5	
✓ Linguistics(Read Lips)	INT	6	=	1 + 2 + 3	
✓ Perception	WIS	6	=	-1 + 2 + 5	
✓ Perform (String Instruments)	CHA	12	=	5 + 4 + 3	
✓ Perform (Untrained)	CHA	5	=	5	
✓ Ride	DEX	-1	=	2	+ -3
✓ Sense Motive	WIS	-1	=	-1	
✓ Sleight of Hand	DEX	5	=	2 + 3	
✓ Stealth	DEX	9	=	2 + 3 + 4	
✓ Survival	WIS	-1	=	-1	
✓ Swim	STR	2	=	0	+ 2
✓ Use Magic Device	CHA	12	=	5 + 4 + 3	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Masterwork Longsword (Small)	Equipped	1	2 / 315	
Masterwork Shortsword (Medium)				
Ring of Swimming	Equipped	1	0 / 2,500	
Aura: faint transmutation, Caster Level: 2nd, Construction Cost: 1,250 gp, Construction Requirements: Forge Ring, creator must have 5 ranks in the Swim skill, Slot: ring				
Studded Leather (Small)	Equipped	1	10 / 25	
Buckler (Small)	Equipped	1	2.5 / 5	
applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon				
Backpack (Small)	Equipped	1	0.5 / 2	
Flint and Steel	Equipped	1	0 / 1	
Plural: No				
Musical Instrument (Lute) (Small)	Equipped	1	0.8 / 5	
Teapot	Equipped	1	1 / 0.1	
Candle	Equipped	5	0 (0) / 0 (0.1)	
🕯️🕯️🕯️🕯️🕯️				
Duration: 1 hr., Increases light level by one step: 5 ft.				
Arrow (Small)	Equipped	15	0.1 (1.1) / 0.1 (0.8)	
🏹🏹🏹🏹🏹🏹🏹🏹🏹🏹🏹🏹🏹🏹🏹				
Torch	Equipped	3	1 (3) / 0 (0)	
🔥🔥🔥				
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.				
Vial	Equipped	5	0 (0) / 1 (5)	
Bag of Holding (Type I)	Equipped	1	15 / 2,500	
Aura: moderate conjuration, Caster Level: 9th, Construction Cost: 1,250 gp, Construction Requirements: Craft Wondrous Item, secret chest, Slot: none				
Shortbow (Small)	Carried	1	1 / 30	
TOTAL WEIGHT CARRIED/VALUE		36.88 lbs.	5,388.9gp	

WEIGHT ALLOWANCE					
Light	25	Medium	50	Heavy	75
Lift over head	75	Lift off ground	150	Push / Drag	375

MONEY	
<p>bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can</p> <p>List of Bardic Performances:</p> <p>Countersong (Su): At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard’s Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard’s Perform skill check result for the save. Countersong does not work on effects that don’t allow saves. Countersong relies on audible components.</p> <p>Distraction (Su): At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the Distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard’s Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the Distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the Distraction, but it must use the bard’s Perform check result for the save. Distraction does not work on effects that don’t allow saves. Distraction relies on visual components.</p> <p>Fascinate (Su): At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard has attained beyond 1st, he can target one additional creature with this ability. Each creature within range receives a Will save (DC 10 + 1/2 the bard’s level + the bard’s Cha modifier) to negate the effect. If a creature’s saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.</p>	
Total= 0 gp [Unspent Funds = 238.7 gp]	

MONEY	
<p>Inspire Courage (Su):. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls.</p> <p>13 rounds of bardic performance ber day</p> <p>9</p> <p>Total= 0 gp [Unspent Funds = 238.7 gp]</p>	
MAGIC	
Languages	
Common, Draconic, Gnome, Read Lips, Sylvan	
Other Companions	
Traits	
Artisan (Craft (Alchemy), Craft (Paintings))	[Paizo Publishing - Ultimate Campaign, p.59]
<p>You spent time working under artisans, or your parents were artisans who were particularly skilled at their trade. You gain a +2 trait bonus on a single Craft skill (your choice).</p>	

Special Qualities	
Bonus Bardic Performance Round (2x)	[ ARG ]
Add 1 to the bard's total number of bardic performance rounds per day.	
Defensive Training (Ex)	[ CR ]
Gnomes get a +4 dodge bonus to AC against monsters of the giant type.	
Gnome Magic (Sp)	[ CR ]
Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.	
Hatred (Ex)	[ CR ]
Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.	
Illusion Resistance (Ex)	[ CR ]
Gnomes get a +2 racial saving throw bonus against illusion spells or effects.	
Keen Senses (Ex)	[ CR ]
Gnomes receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[ B1 ]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Obsessive (Ex)	[ CR ]
Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.	
Weapon Familiarity (Ex)	[ CR ]
Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.	

Feats	
Arcane Strike	[CR]
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +1 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction.	
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.	
Dodge	[CR]
Your training and reflexes allow you to react swiftly to avoid an opponent's attack.	
You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.	

Proficiencies	
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Gauntlet, Spiked Gauntlet, Grapple, Hanbo, Hook Hand, Javelin, Kumade, Longspear, Longsword, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortsphear, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Stingchuck, Short Sword, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Weighted Spear, Whip	

Innate

- ☐Dancing Lights
- ☐Ghost Sound (DC:15)
- ☐Prestidigitation (DC:15)
- ☐Speak with Animals

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Dancing Lights</a>	Evocation [Light]	1 standard action	1 minute [D]	Medium (140 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; <b>EFFECT:</b> You create up to four lights that resemble lanterns or torches. [SR:No]					
<input type="checkbox"/> <a href="#">Ghost Sound</a>	Illusion (Figment)	1 standard action	4 rounds [D]	Close (35 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; <b>EFFECT:</b> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:15, Will disbelief]					
<input type="checkbox"/> <a href="#">Prestidigitation</a>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; <b>EFFECT:</b> Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
<input type="checkbox"/> <a href="#">Speak with Animals</a>	Divination	1 standard action	4 minutes	Personal	CR:p.346
[V, S] TARGET: You; <b>EFFECT:</b> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.					

\* =Domain/Speciality Spell

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	2	—	—	—	—
PER DAY	at will	5	2	—	—	—	—
Concentration	+9						

LEVEL 0 / Per Day:0 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Detect Magic</a>	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Flare</a>	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.284
[V] TARGET: Burst of light; <b>EFFECT:</b> This cantrip creates a burst of light. [SR:Yes; DC:15, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Light</a>	Evocation [Light, WoodSchool]	1 standard action	40 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Open/Close</a>	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	CR:p.317
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; <b>EFFECT:</b> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. [SR:Yes (object); DC:15, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Read Magic</a>	Divination	1 standard action	40 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <b>EFFECT:</b> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Summon Instrument</a>	Conjuration (Summoning)	1 round	4 minutes [D]	0 ft.	CR:p.350
[V, S] TARGET: One summoned handheld musical instrument; <b>EFFECT:</b> This spell summons one handheld musical instrument of your choice. [SR:No]					

LEVEL 1 / Per Day:5 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Chord of Shards</a>	Evocation	1 standard action	Instantaneous	15 ft.	UM:p.211
[V, S] TARGET: Cone-shaped burst; <b>EFFECT:</b> Performance deals 2d6 piercing damage. [SR:No; DC:16, Reflex negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Cure Light Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8+4 points of damage. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Grease</a>	Conjuration, EarthSchool (Creation)	1 standard action	4 minutes [D]	Close (35 ft.)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; <b>EFFECT:</b> A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:16, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Summon Monster I</a>	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; <b>EFFECT:</b> This spell summons an extraplanar creature. [SR:No]					

\* =Domain/Speciality Spell

# Hendrix Clapton

Gnome
RACE
70
AGE
Male
GENDER
Low-Light Vision
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
3' 3"
HEIGHT
38 lbs.
WEIGHT
blue
EYE COLOUR
pale green
SKIN COLOUR
purple, ponytail
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Shelyn
DEITY
Humanoid
Race Type
Race Sub Type

**Description:**  
**Biography:**

Campaign	Adventure	Party	Date	Xp	Gm
				0	