

Character Name

Bard 5

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	18		+4		
CON Constitution	14		+2		
INT Intelligence	12		+1		
WIS Wisdom	9		-1		
CHA Charisma	14		+2		

<p>Conditional Save Modifiers:</p> <p>+4 vs. Bardic Performance, sonic, and language-dependent effects</p>

	GRAPPLE	TRIP	DISARM	SUNDER	RUSHOVERRIDE	GRAPPLE
Offense	+4	+4	+4	+4	+4	+4
Defense	18	18	18	18	18	18

Special Properties: Strength bonus to damage

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +1		+1		+0	0

Player Name
Human (Azlanti) / Humanoid

WOUNDS/CURRENT HP									
HP hit points	45								
AC armor class	15	11	14	= 10	+	0			
	TOTAL	FLAT	TOUCH	BASE		ARMOR BONUS			
INITIATIVE modifier	+6	= +4	+ +2						
	TOTAL	DEX MODIFIER	MISC MODIFIER						

Deity
Medium / 1,5 m

SUBDUAL DAMAGE

0 + 4 + 0 + 0

SHIELD STAT SIZE NAT A

BONUS

0 +0 0

MISS Arcane ARMOR SPELL

RANCE Spell CHECK RESIST

Region
170 cm / 60 kg

DAMAGE REDUCTION

0 + 0 + 0

DEFLECTION DODGE Morale

Alignment
Normal

SPEED

Walk 9 m				
0	+	0	+	0
Insight		Sacred		Profane

0	+	0	+	0
MISC				

Rounds per days □□□□□ □□□□□ □□□□□

Rapier			HAND	TYPE	SIZE	CRITICAL	REACH
			Porté	P	M	18-20/x2	1,5 m
	To Hit	Dam	To Hit			Dam	
1H-P	+4	1d6+1	2W-P-(OH)			-2	1d6+1
1H-O	+0	1d6	2W-P-(OL)			+0	1d6+1
2H	+4	1d6+1	2W-OH			-6	1d6

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +1	Equipped	1	0 / 2,000
Composite Shortbow STR (+1)	Equipped	1	1 / 150
<small>Strength bonus to damage0 kg</small>			
Outfit (Explorer's)	Equipped	1	4 / 0
Wand of Cure Light Wounds	Equipped	1	NaN / 750
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<small>When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.</small>			
Wand of Cure Moderate Wounds	Equipped	1	NaN / 0
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□□□□□			
<small>When laying your hand upon a living creature, you channel positive energy that cures 2d8+level [max 10] points of damage.</small>			
Backpack, Masterwork	Equipped	1	2 / 50
<small>0 kg</small>			
Masterwork Mace, Light	Carried	1	2 / 305
Dagger	Carried	2	NaN (NaN) / 2 (4)
Rapier	Carried	1	1 / 20
TOTAL WEIGHT CARRIED/VALUE		11,062 kg	3,279gp

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

MONEY	
Total= 0 gp	

MAGIC

LANGUAGES
Azlantí, Common, Elven

OTHER COMPANIONS

Traits
Indomitable Faith [Paizo Inc. - Second Darkness Player's Guide, p.12]
You were born in a region where your faith was not popular, but you still have never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive. You gain a +1 trait bonus on Will saves.
Reactionary [Paizo Inc. - Second Darkness Player's Guide, p.11]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.

Special Attacks
Distraction (Su) [Paizo Inc. - Core Rulebook, p.36]
You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous 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 your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.
Fascinate (Su) [Paizo Inc. - Core Rulebook, p.37]
You can use your performance to cause up to 2 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 14) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all 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.

Special Qualities
Armored Casting (Ex) [Paizo Inc. - Core Rulebook, p.35]
You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.
Bardic Knowledge (Ex) [Paizo Inc. - Core Rulebook, p.35]
You add +2 to all Knowledge checks and may make all Knowledge skill checks untrained.
Bardic Performance [Paizo Inc. - Core Rulebook, p.35]
You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 14 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.
Bonus Bard Spell (2x) [Paizo Inc. - Advanced Race Guide]
Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.
Bonus Feat [Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.
Cantrips [Paizo Inc. - Core Rulebook, p.38]
You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.
Countersong (Su) [Paizo Inc. - Core Rulebook, p.36]
You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your 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 noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.
Inspire Competence (Su) [Paizo Inc. - Core Rulebook, p.37]
You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.
Inspire Courage (Su) [Paizo Inc. - Core Rulebook, p.37]
You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.
Lore Master (Ex) [Paizo Inc. - Core Rulebook, p.38]
You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 1 times per day, you can take 20 on any Knowledge skill check as a standard action.
Skilled [Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
Versatile Performance (Sing) (Ex) [Paizo Inc. - Core Rulebook, p.38]
You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing)

skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) [Paizo Inc. - Core Rulebook, p.38]

You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Feats

Arcane Strike

[Paizo Inc. - Core Rulebook, p.118]

As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +2 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.

Point-Blank Shot

[Paizo Inc. - Core Rulebook, p.131]

You are especially accurate when making ranged attacks against close target.

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot

[Paizo Inc. - Core Rulebook, p.131]

You are adept at firing ranged attacks into melee.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot

[Paizo Inc. - Core Rulebook, p.132]

You can make an additional ranged attack.

When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Proficient	Forte	Proficiency
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Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	6	3	—	—	—	—
PER DAY	at will	5	3	—	—	—	—
Concentration	+7						

LEVEL 0 / Per Day:0 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
☐☐☐☐ Light	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes a touched object to glow like a torch. [SR:No]					
☐☐☐☐ Message	Transmutation, AirSchool [Language-Depend	1 standard action	50 minutes	Medium (45 m)	CR:p.313
[V, S, F] TARGET: 5 creatures; <i>EFFECT</i> : You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; <i>EFFECT</i> : Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:12, See text]					
☐☐☐☐ Read Magic	Divination	1 standard action	50 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
☐☐☐☐ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (10,5 m)	APG:p.246
[V or S] TARGET: one Fine object; <i>EFFECT</i> : Ignites flammable objects. [SR:Yes (object); DC:12, Fortitude negates (object)]					

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

Name	School	Time	Duration	Range	Source
☐☐☐☐ Charm Person	Enchantment (Charm) [Mind-Affecting, Wood	1 standard action	5 hours	Close (10,5 m)	CR:p.254
[V, S] TARGET: One humanoid creature; <i>EFFECT</i> : This charm makes a humanoid creature regard you as its trusted friend and ally. [SR:Yes; DC:13, Will negates]					
☐☐☐☐ Comprehend Languages	Divination	1 standard action	50 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; <i>EFFECT</i> : You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
☐☐☐☐ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:13, Will half (harmless); see text]					
☐☐☐☐ Grease	Conjuration, EarthSchool (Creation)	1 standard action	5 minutes [D]	Close (10,5 m)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; <i>EFFECT</i> : A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:13, See text]					
☐☐☐☐ Identify	Divination	1 standard action	15 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET: Cone-shaped emanation; <i>EFFECT</i> : This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. [SR:No]					
☐☐☐☐ Moment of Greatness	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	5 minutes or until discharged	50 ft.	UC:p.237
[V, S, M/DF] TARGET: The caster and allies within a 50-ft. burst centered on the caster; <i>EFFECT</i> : Doubles a morale bonus. [SR:Yes (harmless)]					

LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
☐☐☐☐ Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage. [SR:Yes (harmless) or yes; see text; DC:14, Will half (harmless) or Will half; see text]					
☐☐☐☐ Heroism	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	50 minutes	Touch	CR:p.295
[V, S] TARGET: Creature touched; <i>EFFECT</i> : This spell imbues a single creature with great bravery and morale in battle. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
☐☐☐☐ Invisibility	Illusion, VoidElementalSchool (Glamer)	1 standard action	5 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 500 lbs.; <i>EFFECT</i> : The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:14, Will negates (harmless) or Will negates (harmless, object)]					

* =Domain/Speciality Spell

Tenebraé U'Turnh

RACE	Human (Azlanti)
AGE	18
VISION	Vision Test: Normal
ALIGNMENT	Femelle
DOMINANT HAND	
HEIGHT	170 cm
WEIGHT	60 kg
EYE COLOUR	bleus
SKIN COLOUR	blanche
HAIR / HAIR STYLE	blonds,
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	Taldor
REGION	Calistria
DEITY	Humanoid
Race Type	
Race Sub Type	Normal

Description:
Biography: