

# Clancy Moriman

NAME: Brd4  
 CLASS: 4  
 CHARACTER LEVEL: 4  
 EXPERIENCE: 6000  
 NEXT LEVEL: 10000

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	10	+0	10	+0	10	+0
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	15	+2	15	+2	15	+2
<b>WIS</b> Wisdom	11	+0	11	+0	11	+0
<b>CHA</b> Charisma	18	+4	18	+4	18	+4

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+3	+1	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+7	+4	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+4	+4	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+3	+0	+0	+0	+0	
<b>RANGED</b> attack bonus	+6	+3	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+3	+3	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3	1d3	20/x2

*Crossbow, Light	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	P	M	19-20/x2
Ammunition: Bolt (Crossbow)				
To Hit	30'	80'	160'	240'
	+6	+6	+4	+2
Dam	1d8	1d8	1d8	1d8
Special Properties				

Rapier +1	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	18-20/x2
To Hit				
	+4	1d6+1	2W-P-(OH)	-2
Dam	1d6+1	2W-P-(OL)		+0
	+4	1d6+1	2W-OH	-6
Special Properties (Rapier (+1 (Enhancement to Weapon or Ammunition)/Masterwork)				

\*: 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
*Leather	Light	+2	+6	+0	10
*Ring of Protection +1		+1	+0	+0	0

# Michael E.

PLAYERNAME: Human  
 RACE: Human  
 AGE: 27  
 SIZE: Medium  
 GENDER: Male

DEITY: Steel Gray  
 EYES: Black,  
 HAIR: Black,  
 WEIGHT: 175 lbs.  
 HEIGHT: 5' 11"

ALIGNMENT: Chaotic Good  
 VISION: Normal  
 POINTS: 0

HP hit points: 27

AC armor class: 16

INITIATIVE modifier: +3

BASE ATTACK bonus: +3

WOUNDS/CURRENT HP: [ ]

SUBDUAL DAMAGE: [ ]

DAMAGE REDUCTION: [ ]

SPEED: Walk 30'

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
16	13	14	10	2	0	3	0	0	1		10	+0	0

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+3	+3	+0	+0	+0	+0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5 MISC MODIFIER
✓ Appraise	INT	6	= 2	+ 4.0	+
✓ Balance	DEX	3	= 3	+ 4.0	+
✓ Bluff	CHA	8	= 4	+ 4.0	+
✓ Climb	STR	0	= 0	+ 4.0	+
✓ Concentration	CON	6	= 2	+ 4.0	+
✓ Craft (Untrained)	INT	2	= 2	+ 4.0	+
✓ Diplomacy	CHA	13	= 4	+ 7.0	+ 2
✓ Disguise	CHA	4	= 4	+ 4.0	+
✓ Escape Artist	DEX	7	= 3	+ 4.0	+
✓ Forgery	INT	2	= 2	+ 4.0	+
✓ Gather Information	CHA	8	= 4	+ 4.0	+
✓ Handle Animal	CHA	7	= 4	+ 3.5	+
✓ Heal	WIS	0	= 0	+ 4.0	+
✓ Hide	DEX	7	= 3	+ 4.0	+
✓ Intimidate	CHA	4	= 4	+ 4.0	+
✓ Jump	STR	0	= 0	+ 4.0	+
✓ Listen	WIS	0	= 0	+ 4.0	+
✓ Move Silently	DEX	3	= 3	+ 4.0	+
✓ Perform (Sing)	CHA	11	= 4	+ 7.0	+
✓ Perform (String Instruments)	CHA	8	= 4	+ 4.0	+
✓ Ride	DEX	3	= 3	+ 4.0	+
✓ Search	INT	2	= 2	+ 4.0	+
✓ Sense Motive	WIS	7	= 0	+ 7.0	+
✓ Spot	WIS	0	= 0	+ 4.0	+
✓ Survival	WIS	0	= 0	+ 4.0	+
✓ Swim	STR	0	= 0	+ 4.0	+
✓ Use Magic Device	CHA	11	= 4	+ 7.0	+
✓ Use Rope	DEX	3	= 3	+ 4.0	+

✓ : can be used untrained. ✗ : exclusive skills

BARDIC MUSIC
Uses per day: [ ] [ ] [ ] [ ]
Countersong (duration = 10 rounds) Fascinate (up to 2 creatures for up to 4 rounds) Inspire Courage (save bonus = +1, attack and damage bonus = +1) Inspire Competence (skill check bonus = +2 for up to 2 minutes)

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Backpack <small>5 lbs., 1 Bedroll, 1 Waterskin</small>		1	2.0	2.0
<b>Ring of Protection +1</b>	Equipped	1	0.0	2000.0
Bedroll	Backpack	1	5.0	0.1
Bolt, Crossbow <small>30 bolts</small>	Crossbow, Light	1	0.1	0.1
<input type="checkbox"/>				
Crossbow, Light <small>0.1 lbs., 1 Bolt (Crossbow)</small>	Equipped	1	4.0	35.0
Leather	Equipped	1	15.0	10.0
Outfit (Courtier's)	Equipped	1	6.0	0.0
<b>Rapier +1</b> <small>(Rapier (+1 (Enhancement to Weapon or Ammunition)/Masterwork))</small>	Carried	1	2.0	2320.0
Waterskin <small>0 lbs.</small>	Backpack	1	0.0	1.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			21.1 lbs.	4368.2 gp

## WEIGHT ALLOWANCE

Light 33	Medium 66	Heavy 100
Lift over head 100	Lift off ground 200	Push / Drag 500

## MONEY

5 Lemons
Mandolin
Tuning Fork
Kindling
Utreshimon (dragon) talon
<b>Total = 0.0 gp</b>

## SPECIAL ABILITIES

Bardic knowledge (+6)
Bardic music 4/day
Countersong (Su) for up to 10 rounds
Fascinate (Sp) can effect 2 creatures for up to 4 rounds
Inspire Competence (Su) +2 to skill checks for up to 2 minutes
Inspire Courage (Su) +1 to saves against charm or fear effects and +1 morale bonus on attack and damage rolls.
May wear light armor without incurring the normal arcane spell failure chance.

## FEATS

Clancy Spring Attack	When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

## PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike, Whip

## LANGUAGES

Common, Draconic, Elven

## Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	3	2	0	0	0	0
PER DAY	3	3	1	0	0	0	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dancing Lights	14	None	1 standard action	4 minute [D]	Medium (140')	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Lullaby	14	Will negates	1 standard action	Concentration + 4 rounds [D]	Medium (140')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep.					<i>Target:</i> Living creatures within a 10-ft.-radius burst				
□□□□□ Mage Hand	14	None	1 standard action	Concentration	Close (35')	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Message	14	None	1 standard action	40 minutes	Medium (140')	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 4 creatures				
□□□□□ Read Magic	14	None	1 standard action	40 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Person	15	Will negates	1 standard action	4 hours	Close (35')	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature				
□□□□□ Grease	15	See text	1 standard action	4 rounds [D]	Close (35')	V, S, M	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square				
□□□□□ Hideous Laughter	15	Will negates	1 standard action	4 rounds	Close (35')	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject loses actions for 4 rounds.					<i>Target:</i> One creature; see text				

### LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 2d8+4 damage.					<i>Target:</i> Creature touched				
□□□□□ Heroism	16	Will negates (harmless)	1 standard action	40 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Gives +2 bonus on attack rolls, saves, skill checks.					<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: