

Spinder Stablehand

Anthony

Neutral Good



NAME: Brd1 | CLASS: 0 | EXPERIENCE: 1 | LEVEL: 1
 PLAYERNAME: Human | RACE: Human | SIZE: Medium | GENDER: Male | AGE: 0
 DEITY: 5'10" | HEIGHT: 5'10" | WEIGHT: 171 lbs. | HAIR: Brown, Short back and sides | EYES: Brown
 ALIGNMENT: Neutral Good | VISION: Normal | POINTS: 100

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1		
DEX Dexterity	16	+3		
CON Constitution	15	+2		
INT Intelligence	15	+2		
WIS Wisdom	10	+0		
CHA Charisma	17	+3		

HP	AC	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
6	16	13			Walk 30'

INITIATIVE	BASE ATTACK
+7	+0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 4/2	
				RANKS	MISC MODIFIER
✓ Appraise	INT	2	= 2 + 0.0 + 0		
✓ Balance	DEX	2	= 3 + 0.0 + -1		
✓ Bluff	CHA	3	= 3 + 0.0 + 0		
✓ Climb	STR	0	= 1 + 0.0 + -1		
✓ Concentration	CON	2	= 2 + 0.0 + 0		
✓ Control Shape	WIS	0	= 0 + 0.0 + 0		
✓ Diplomacy	CHA	5	= 3 + 2.0 + 0		
✓ Disguise	CHA	5	= 3 + 2.0 + 0		
✓ Escape Artist	DEX	2	= 3 + 0.0 + -1		
✓ Forgery	INT	2	= 2 + 0.0 + 0		
✓ Gather Information	CHA	4	= 3 + 1.0 + 0		
✓ Heal	WIS	0	= 0 + 0.0 + 0		
✓ Hide	DEX	4	= 3 + 2.0 + -1		
✓ Intimidate	CHA	3	= 3 + 0.0 + 0		
✓ Jump	STR	0	= 1 + 0.0 + -1		
Knowledge (Arcana)	INT	6	= 2 + 4.0 + 0		
Knowledge (History)	INT	6	= 2 + 4.0 + 0		
✓ Listen	WIS	2	= 0 + 2.0 + 0		
✓ Move Silently	DEX	4	= 3 + 2.0 + -1		
Perform (Sing)	CHA	7	= 3 + 4.0 + 0		
✓ Ride	DEX	0	= 3 + 2.0 + -5		
✓ Search	INT	3	= 2 + 1.0 + 0		
✓ Sense Motive	WIS	4	= 0 + 4.0 + 0		
Spellcraft	INT	5	= 2 + 3.0 + 0		
✓ Spot	WIS	0	= 0 + 0.0 + 0		
✓ Survival	WIS	0	= 0 + 0.0 + 0		
✓ Swim	STR	-1	= 1 + 0.0 + -2		
✓ Use Rope	DEX	3	= 3 + 0.0 + 0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+0	+2	+0	+0		
REFLEX (dexterity)	+5	+2	+3	+0	+0		
WILL (wisdom)	+2	+2	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
attack bonus	+1	+0	+1	+0	+0	
RANGED	+3	+0	+3	+0	+0	
attack bonus	+1	+0	1	+0	+0	

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

Shortbow	HAND				CRITICAL
	30"	60"	120"	180"	
To Hit	+4	+3	+1	-1	20/x3
Dam	1d6+1	1d6	1d6	1d6	1d6

*Shortsword Sword	CURRENT HAND		TYPE	SIZE	CRITICAL
	Primary	P			
To Hit	+1	-5	P	M	19-20/x2
Dam	1d6+1	1d6+1			
1H-P	+1	1d6+1	2W-P-(OH)		1d6+1
1H-O	-3	1d6	2W-P-(OL)		1d6+1
2H	+1	1d6+1	2W-OH		1d6

	CURRENT HAND		TYPE	SIZE	CRITICAL
	To Hit	Dam			
1H-P			2W-P-(OH)		/x
1H-O			2W-P-(OL)		
2H			2W-OH		

BARDIC MUSIC	
Uses per day	
Effects (Perform ranks required)	Inspire Courage(3), Countersong(3), Fascinate(3), Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather	Light	+3	+5	-1	0

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Arrows (20)	Backpack	1	3	1
Manacles	Backpack	1	2	15
Backpack	Equipped	1	2	2
<small>10.5 lbs., 1 Blanket (Winter), 1 Flask, 1 Manacles, 1 Rations (Trail/Per Day), 1 Arrows (20)</small>				
Winter Blanket	Backpack	1	3	0.5
Flask	Backpack	1	1.5	0.03
<small>0.0 lbs.</small>				
Outfit (Entertainer's)	Equipped	1	4	0
Trail Rations (Per Day)	Backpack	1	1	0.5
Shortbow	Carried	1	2	30
<small>0.0 lbs.</small>				
Shortsword Sword	Equipped	1	2	10
Studded Leather	Equipped	1	20	25
TOTAL WEIGHT CARRIED/VALUE		36.5 lbs.		87.03 gp

WEIGHT ALLOWANCE

Light	50.0	Medium	100.0	Heavy	150.0
-------	------	--------	-------	-------	-------

MONEY

SPECIAL ABILITIES

Bardic knowledge (+3)
Bardic music 1/day
Countersong (Su)
Fascinate (Sp) ~ can effect 1 creatures
Inspire Courage (Su) +1

FEATS

Armor Proficiency (Light)	You are proficient with light armor.
Improved Initiative	You can react more quickly than normal in a fight.
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range.
Shield Proficiency	You are proficient with bucklers, small shields, and large shields.
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat.

PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Heavy Mace, Javelin, Light Mace, Longspear, Longsword, Morningstar, Quarterstaff, Rapier, Sap, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsphear, Shortsword, Sickle, Sling, Spear, Unarmed Strike, Whip

LANGUAGES

Common, Literacy

Bard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	4	0	0	0	0	0	0	0	0	0
PER DAY	2	0	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Light	13	None	1 standard action	10 minutes	Touch	V, M/DF	No	Evocation	WotC - P p.248
<i>Effect:</i> This spell causes an object to glow like a torch, shedding bright light in a 20-foot-radius [and dim light for an additional 20 feet] from the point you touch. The effect is immobile, but it can be cast on a movable object. <i>Target:</i> Object touched									
□□□□□ Mage Hand	13	None	1 standard action	Concentration	Close (25')	V, S	No	Transmutation	WotC - P p.249
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance. <i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.									
□□□□□ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (25')	V, S, F	Yes (object)	Transmutation	WotC - P p.258
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as a bar on a door or a lock on a chest], the spell fails. <i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed									
□□□□□ Prestidigitation	13	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	WotC - P p.264
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitatation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. <i>Target:</i> See text									

* = Domain/Specialty Spell