



CHARACTER RECORD SHEET

CHARACTER NAME: Bard, RACE: Half-Elf, PLAYER: Male, ALIGNMENT: Chaotic Neutral, CLASS: 4, SIZE: Medium, RACE TYPE: Humanoid (Elf), GENDER: 20, AGE: 5'3", HEIGHT: 140 lbs, WEIGHT: EYES: HAIR:

Ability Score table with columns for STR (11), DEX (13), CON (14), INT (14), WIS (8), CHA (14) and their respective modifiers (+0, +1, +2, +2, -1, +2).

HP (26), AC (15), TOUCH (11), and SPEED (30 ft/x4) section with breakdowns for armor class and nonlethal damage.

Saving Throws table for Fortitude (+3), Reflex (+5), and Will (+3) with breakdowns for base save, ability modifier, magic modifier, and misc modifier.

Base Attack Bonus (+3), Spell Resistance, and Arcane Spell Failure (15%) section.

Melee Attack Bonus (+3) and Ranged Attack Bonus (+4) breakdowns.

Weapon entry for +1 Longbow: Range 100 ft, Weight 3 lb, Type P, Size Medium, Damage 1d8+1, Critical 20/x3, Special Properties Two-handed.

Weapon entry for Masterwork rapier: Range 2 lb, Weight P, Type Medium, Damage 1d6, Critical 18-20/x2, Special Properties One-handed.

Weapon entry for Masterwork dagger: Range 10 ft, Weight 1 lb, Type P/S, Size Medium, Damage 1d4, Critical 19-20/x2, Special Properties One-handed.

Empty weapon entry template.

Empty weapon entry template.

Empty weapon entry template.

Empty weapon entry template.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc. Modifier. Includes skills like Appraise, Balance, Bluff, Climb, Concentration, Craft skills, Diplomacy, Disguise, Escape Artist, Forgery, Gather Information, Heal, Hide, Intimidate, Jump, Knowledge, Listen, Move Silently, Perform skills, Perform (Oratory), Ride, Search, Sense Motive, Spot, Survival, Swim, Use Magic Device, and Use Rope.

Skills marked with 1 can be used normally even if the character has zero (0) skill ranks. Skills marked with 2 are cross-class skills. \* ARMOR CHECK PENALTY applies. \*\* Twice ARMOR CHECK PENALTY applies.



**SPECIAL ABILITIES/FEATS**

**ADDITIONAL NOTES**

Typical Spells:

Level 0:

*Detect Magic*

*Flare*

*Lullaby*

*Message*

*Resistance*

*Daze*

1st Level:

*Confusion, lesser*

*Hypnotism*

*Tasha's Hideous Laughter*

2nd Level:

*Invisibility*

*Summon Swarm*

Save DC	Level	Spells/day	Bonus Spells
---------	-------	------------	--------------

12	0	3	-
----	---	---	---

13	1	2	1
----	---	---	---

14	2	0	1
----	---	---	---

Miniature Unlock: Swiftsinger

Miniature: Voice of Battle (Deathknell 25/60)

This PC may start a bardic song as part of a move action instead of a standard action.