

Bigby Babblesforth

NAME
Brd1 0
CLASS EXPERIENCE
1 1000
Character Level NEXT LEVEL

SteveRogers

PLAYERNAME
Gnome Small
RACE SIZE
63 Male
AGE GENDER

None
DEITY
3' 7" 47 lbs.
HEIGHT WEIGHT
Red, Messy,
Red, unkempt
EYES HAIR

Chaotic Good
ALIGNMENT
Low-light
VISION
82
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	15	+2	15	+2	15	+2

HP hit points: 10
AC armor class: 15

WOUNDS/CURRENT HP: [] SUBDUAL DAMAGE: [] DAMAGE REDUCTION: [] SPEED: Walk 20 ft.

TOTAL: 14 FLAT TOUCH = 10 + 3 + 0 + 1 + 1 + 0 + 0 + 0

MISS CHANCE: [] ARCANIC SPELL FAILURE: [] ARMOR CHECK PENALTY: [] SPELL RESIST: []

INITIATIVE modifier: +5 = +1 + +4
TOTAL: +0

BASE ATTACK bonus: +0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
✓ Appraise	INT	1	= 1	+ +	
✓ Balance	DEX	0	= 1	+ + -1	
✓ Bluff	CHA	6	= 2	+ 4.0 +	
✓ Climb	STR	0	= 1	+ + -1	
✓ Concentration	CON	2	= 2	+ +	
✓ Craft (Untrained)	INT	1	= 1	+ +	
✓ Diplomacy	CHA	6	= 2	+ 4.0 +	
✓ Disguise	CHA	3	= 2	+ 1.0 +	
✓ Escape Artist	DEX	0	= 1	+ + -1	
✓ Forgery	INT	1	= 1	+ +	
✓ Gather Information	CHA	4	= 2	+ 2.0 +	
✓ Heal	WIS	3	= 1	+ 2.0 +	
✓ Hide	DEX	4	= 1	+ + 3	
✓ Intimidate	CHA	2	= 2	+ +	
✓ Jump	STR	-3	= 1	+ 3.0 + -7	
✓ Listen	WIS	3	= 1	+ + 2	
✓ Move Silently	DEX	2	= 1	+ 2.0 + -1	
✓ Perform (String Instruments)	CHA	6	= 2	+ 4.0 +	
✓ Ride	DEX	1	= 1	+ +	
✓ Search	INT	1	= 1	+ +	
✓ Sense Motive	WIS	1	= 1	+ +	
✓ Sleight of Hand	DEX	1	= 1	+ 1.0 + -1	
✓ Speak Language(Elven, Orc)		2	= 0	+ 2.0 +	
✓ Spot	WIS	1	= 1	+ +	
✓ Survival	WIS	1	= 1	+ +	
✓ Swim	STR	-1	= 1	+ + -2	
✓ Use Magic Device	CHA	3	= 2	+ 1.0 +	
✓ Use Rope	DEX	1	= 1	+ +	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	= +0	+2	+0	+0	+0		
REFLEX (dexterity)	+3	= +2	+1	+0	+0	+0		
WILL (wisdom)	+3	= +2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	= +0	+1	+1	+0	+0	
RANGED attack bonus	+2	= +0	+1	+1	+0	+0	
GRAPPLE attack bonus	-3	= +0	+1	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d2+1	20/x2	5 ft.

Crossbow (Light/Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	19-20/x2	5 ft.
TH	+2				-2	-4
Dam	1d6				1d6	1d6

*Rapier (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	S	18-20/x2	5 ft.
To Hit	+2				-4	1d4+1
Dam	1d4				2W-P-(OH)	1d4+1
1H-P	+2				-4	1d4+1
1H-O	-2				-2	1d4+1
2H	+2				-8	1d4

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather (Small)	Light	+3	+5	-1	15

BARDIC MUSIC

Uses per day
Countersong(duration = 10 rounds) Fascinate(up to 1 creatures for up to 1 rounds) Inspire Courage(save bonus = +1, attack bonus = +1)

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack (Small) 0 lbs.	Carried	1	0.5	2.0	
Bedroll (Small)	Carried	1	1.25	0.1	
Bolts (Crossbow/Repeating/50/Small)	Carried	1	5.0	10.0	
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Crossbow (Light/Small) 0 lbs.	Carried	1	2.0	35.0	
Inkpen (Bone)	Carried	1	0.0	0.1	
Musical Instrument (Lute)	Carried	1	3.0	5.0	
Musical Instrument (Pan Pipes/Small)	Carried	1	0.75	5.0	
Outfit (Artisan's/Small)	Equipped	1	1.0	0.0	
Paper (Sheet)	Carried	1	0.0	0.4	
Rapier (Small)	Equipped	1	1.0	20.0	
Rations (Trail/Per Day/Small)	Carried	1	0.25	0.5	
□					
Scroll (Know Direction/Arcane/Major)	Carried	1	0.01	12.5	
□					
Studded Leather (Small)	Equipped	1	10.0	25.0	
Waterskin (Filled/Small)	Carried	1	1.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			24.76	116.6 gp lbs.	

WEIGHT ALLOWANCE					
Light	32	Medium	65	Heavy	97
Lift over head	97	Lift off ground	195	Push / Drag	487

Special Attacks		
Bardic Countersong (Su)		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
for up to 10 rounds		
Bardic Fascinate (Sp)		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
can effect 1 creatures as the bard continues to play and concentrate for up to 1 rounds		

Special Qualities		
Armored Casting		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
You may wear light armor without incurring the normal arcane spell failure chance.		
Bardic Inspire Courage (Su)		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+1 to saves against charm or fear effects and +1 morale bonus on attack and +1 morale damage rolls (as long as the ally hears the bard sing and for 5 rounds thereafter).		
Bardic Knowledge		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2		
Bardic Music		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
1/day		
+4 Dodge bonus to Armor Class against monsters of the giant type		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+1 racial bonus on attack rolls against kobolds and goblinoids		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
+2 racial bonus on saving throws against illusions		[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Speak with Animals (burrowing mammal only, duration 1 minute)		[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Feats		
Improved Initiative		[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +4 bonus on initiative checks.		
Armor Proficiency (Light)		[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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		[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.		
Simple Weapon Proficiency		[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.		

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, 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, Dwarven, Elven, Gnome, Orc

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> Dancing Lights		None	1 standard	1 minute [D] action	Medium (110 ft.)	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			<i>Caster Level:</i> 1	
<input type="checkbox"/> Ghost Sound	12	Will disbelief (if interacted with)	1 standard	1 rounds [D] action	Close (25 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 1	
<input type="checkbox"/> Prestidigitation	12	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text			<i>Caster Level:</i> 1	
<input type="checkbox"/> Speak with Burrowing Mammals		None	1 standard	1 minutes action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with Burrowing Mammals.					<i>Target:</i> You			<i>Caster Level:</i> 1	

* =Domain/Speciality Spell

Bard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div style="display: flex; align-items: flex-start;"> <div style="margin-right: 5px;"> □□□□□ </div> <div> Daze </div> </div> <p style="font-size: 0.8em; margin-top: 5px;"><i>Effect:</i> Humanoid creature of 4 HD or less loses next action.</p>	12	Will negates	1 standard action	1 round	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 1</i>	RSRD: SpellsD-E.rtf
<div style="display: flex; align-items: flex-start;"> <div style="margin-right: 5px;"> □□□□□ </div> <div> Light </div> </div> <p style="font-size: 0.8em; margin-top: 5px;"><i>Effect:</i> Object shines like a torch.</p>	None		1 standard action	10 minutes [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level: 1</i>	RSRD: SpellsH-L.rtf
<div style="display: flex; align-items: flex-start;"> <div style="margin-right: 5px;"> □□□□□ </div> <div> Read Magic </div> </div> <p style="font-size: 0.8em; margin-top: 5px;"><i>Effect:</i> Read scrolls and spellbooks.</p>	None		1 standard action	10 minutes	Personal	V, S, F	No	Divination <i>Caster Level: 1</i>	RSRD: SpellsP-R.rtf
<div style="display: flex; align-items: flex-start;"> <div style="margin-right: 5px;"> □□□□□ </div> <div> Summon Instrument </div> </div> <p style="font-size: 0.8em; margin-top: 5px;"><i>Effect:</i> Summons one instrument of the caster's choice.</p>	None		1 round	1 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning) <i>Caster Level: 1</i>	RSRD: SpellsS.rtf

* =Domain/Speciality Spell

Innate

- Dancing Lights (DC:)
- Ghost Sound (DC:12)
- Prestidigitation (DC:12)
- Speak with Burrowing Mammals (DC:)