

Skills [Auto Fill Update CC Clear]				М	ax Rank	4 / 2	Other Possessions			
Skill Name	Key Ab	CC	Skill Mod		Ab Mod	Rank	Misc Mod	Other i ossessions	Weight	
Appraise	Int		5	=	4 +	0	+ 1.5	Item	(lbs)	Loc
Balance	Dex	- 1	3		3 +	0	+ .5	Backpack, Leather (cap. 50#)	2	Worn
Bluff	Cha	- 1	7		4 +		+ 3.5	Blanket	3	In BP
Climb	Str	- 🖯		-:	2 +	0	+ .5	Entertainers Outfit (4#)		In BP
Concentration	Con	- 🖯	8		3 +	4	+ 1.5	Cloak, hooded (azure blue)	2	Worn
Craft ()	Cha	- 🖯	7		4 +		+ 3.5	Boots-Low hard	3	Worn
Decipher Script (to)	Int	- 1	5		4 +		+ 1.5	Pouch, Belt-small	5	Worn
Diplomacy	Cha	- 1	7		4 +	0	+ 3.5	Pouch, Spell Component	2	Worn
Perform (Comedy)	Cha	- 🖰	7		4 +	0	+ 3.5	Dagger, Common x1		Worn
	Cha	- 🖯	7		4 +	0	+ 3.5	Rations x10	10	In BP
Disguise Escape Artist	Dex	- 🖰	3		3 +	0	+ .5	Short Bow	2	Rgt. Shldr
		- 📙	5		4 +			Arrows, Serpents Tongue, x20; in Quiver Quiver, Leather	<u> </u>	Lft. Shldr Lft. Shldr
Forgery Cather Information	Int	~	7	_=	 :		+ 1.5	Studded Leather	25	Worn
Gather Information	Cha			_=	4 +	0	+ 3.5	Quarter staff	4	Carried
Perform (Wind Instruments)	Cha	- 🗆		_ =	4 +	0	+ 3.5	Lute, Masterwork (+2 Circ. bonus to Perform)	3	Carried
Heal	Wis	√	3	_ =	2 +		+ 1.5	Holy Symbol, Silver, broach	1	Worn
Hide	Dex	_	3	_ =	3 +	0	+ .5	MONEY; Coins	.52	In Blt Pch
Intimidate	Cha	√	7	_ =	4 +		+ 3.5			
Jump	Str	_	2	_=	+	0	+5			
Knowledge (Arcana) { to}	Int		7	_=	+		+ 1.5			
Knowledge (Dungeonering) {to}	Int	_	7	_=	+	2	+ 1.5			
Knowledge (History) {to}	Int		6	_ =	+		+ 1.5			
Knowledge (Nature) {to}	Int		7	_ =	+		+ 1.5			
Listen	Wis		3	_=	+		+ 1.5			
Move Silently	Dex		4	_=	3 +	0	+ 1.5			
Perform (Keyboard Instruments) {to}	Cha		8	_=	+	1	+ 3.5			
Perform (Sing) {to}	Cha		11	_=	+	4	+ 3.5			
Profession () {to}	Cha		8	_=	+	1	+ 3.5			. ——
Ride	Dex	✓	4	_ =	+	0	+ 1.5			
Search	Int	1	5	_ =	+	0	+ 1.5			
Sense Motive	Wis		3	_ =	+	0	+ 1.5			. ——
Sleight of Hand {to}	Dex		5	_ =	+	1	+ 1.5			
Spellcraft {to}	Int		9	_ =	+	4	+ 1.5	· · · · · · · · · · · · · · · · · · ·		
Spot	Wis	\checkmark	3	_ =	+	0	+ 1.5	Total Weight:	63.02	· ——
Survival	Wis	✓	3	_ =	+	0	+ 1.5		03.02	
Swim	Str		3	_ =	+	0	+ 1.5	Currency		
Tumble {to}	Dex		5	_ =	+	2	+ .5	5 GP; 10 SP		
Use Magic Device {to}	Cha		9	_ =	4 +	2	+ 3.5	. [
Use Rope	Dex	\checkmark	4	=	+	0	+ 1.5	. [
Perform (Dance)	Cha		10	=	4 +	3	+ 3.5	. [
Perform (Oratory)	Cha		9	_ =	+	2	+ 3.5			
Perform (String Instruments)	Cha		10	_ =	4 +	3	+ 3.5			
Perform (Dance)	Cha		10	_ =	+	3	+ 3.5	Languages		
Perform (Act)	Cha		8	=	4 +	1	+ 3.5	Common Elven		
Knowledge (Religion)	Int		7	_ =	+	2	+ 1.5	Chondathan Battle Speak		
Knowledge (Planes)	Int		7	_ =	+	2	+ 1.5	Gnomish Celestial		
Knowledge (Nobility & Royality)	Int		7	_ =	4 +	2	+ 1.5	Alzhedo		
Perform (Percussion Instruments)	Cha		7	_ =	4 +	0	+ 3.5			
Conceal Spell	2 lvl		1	_ =	0 +	0	+ 1.5			
Collector of Stories	2 lvl		1	_ =	0 +	0	+ 1.5			
Swift Concentration	9 lvl		0	_ =	0 +	0	+ 0			
Speak Languages	Int		5	_ =	4 +	1	+ 0			
				_			_			

45

Total Skill Points:

Spells/Powers Ki	nown
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(Bard	ds, Sorcerers, Psions & P	si Wa	rriors)
0	4	5th	
1st		6th	
2nd		7th	
3rd		8th	

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
14	0	2	0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

Manifester Level			Key Ability	
Base	Bonus	Max	Current	

Spells & Powers

	# Cast		# Cast
Spell/Power Name	/Mem	Spell/Power Name	/Mem
Level /SPELL NAME /Description /reference /			
COMPONENTS / <song(s)> /</song(s)>			
0 /DETECT MAGIC /You detect magical auras /PH pg 219			
V,S / <do aly&aj-you="" believe="" in="" magic?;="" tube="" you=""></do>			
0 /MAGE HAND / You can point your finger at an object			
to lift & move it at will from a distance / PH pg 249 / V,S /			
Everything she does is magic; Police>			
CEVERYTHING SHE does is magic, 1 once		·	
0 / MESSACE / You can cond & receive whichered moss			
0 / MESSAGE / You can send & receive whispered mess-			
ages with little chance of being overheard / PH pg 253 /		-	
V,S,F , copper wire / <messages; omd=""> <message from<="" td=""><td></td><td></td><td></td></message></messages;>			
the Underworld; Agent Orange>			
0 / PRESIDIGITATION / You can perform minor tricks for			
1 hour /PH pg 264 / V,S / <magic plimsouls="" touch;=""></magic>			
<everywhere at="" music="" once;="" r=""></everywhere>			
		-	
		·	
		-	
		-	
		·	
		-	

Description Calishite Female from the land of Calimshan. Move: 30'

Contacts / Friends Enemies

Personality Character Traits Right handed Character Flaws

Non-combatant : -2 to hit in melee Phobia-Ataxophobia: Fear of disorder/untidiness; Mild- Shaken: -2/svs Skill Checks and Ability Checks.

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects

Armor Check Penalty: -1 to Balance, Climb, Escape Artist, Hide, Jump, Swim, & Tumble.

Additional Information

Skills Miscellaneous Bonuses: At 1st Level bonuses are for all skills except Open Lock: * +1 for Bardic Knack * +.5 for Jack of All Trades In addition Wistari also receives bonuses to the following: * +2 Harem Trained bonuses to Diplomacy & Perform checks * +2 Nymph's Kiss bonus to all Charisma based checks & +1 Skill Point per level

Other Notes

KEY:

Private Notes

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