

Skills [Auto Fill Update CC Clear]									
Skill Name	Key	CS	Skill Mod	Ab Mod	Rank	Misc Mod	ACP	Max Rank	
	Ab							6	3
Appraise	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Balance	Dex	<input type="checkbox"/>	3	=	3	+	0	+	0
Bluff	Cha	<input type="checkbox"/>	12	=	5	+	5	+	2
Climb	Str	<input type="checkbox"/>	2	=	2	+	0	+	0
Concentration	Con	<input type="checkbox"/>	3	=	3	+	0	+	0
Craft ()	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Decipher Script (to)	Int	<input type="checkbox"/>	0	=	4	+	0	+	0
Diplomacy	Cha	<input type="checkbox"/>	21	=	5	+	6	+	10
		<input type="checkbox"/>	0	=		+	0	+	
Disguise	Cha	<input type="checkbox"/>	9	=	5	+	0	+	4
Escape Artist	Dex	<input type="checkbox"/>	3	=	3	+	0	+	0
Gather Information	Cha	<input type="checkbox"/>	7	=	5	+	0	+	2
Hide	Dex	<input type="checkbox"/>	6	=	3	+	3	+	0
Intimidate	Cha	<input checked="" type="checkbox"/>	10	=	5	+	1	+	4
Jump	Str	<input type="checkbox"/>	2	=	2	+	0	+	0
Knowledge (Arcana) (to)	Int	<input type="checkbox"/>	10	=	4	+	6	+	0
COLLECTOR OF STORIES	Int	<input type="checkbox"/>	2	=	0	+	2	+	0
Knowledge (Architecture & Engineering/) (to)	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Knowledge (Dungeoning/Aberrations) (to)	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Knowledge (History/Djinni) (to)	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Knowledge (Local/Whillip) (to)	Int	<input type="checkbox"/>	5	=	4	+	0	+	1
Knowledge (Local/Silverymoon) (to)	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Knowledge (Local/Memmon) (to)	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Knowledge (Nature/Fey) (to)	Int	<input type="checkbox"/>	7	=	4	+	3	+	0
Knowledge (Geography/Lands) (to)	Int	<input type="checkbox"/>	4	=	4	+	0	+	0
Knowledge (Nobility & Royalty/Personalities	Int	<input type="checkbox"/>	9	=	4	+	5	+	0
Knowledge (Religion/Gods Mythical History)	Int	<input type="checkbox"/>	5	=	4	+	1	+	0
Knowledge (Planes/Magic related to Planes)	Int	<input type="checkbox"/>	5	=	4	+	1	+	0
Listen	Wis	<input type="checkbox"/>	2	=	2	+	0	+	0
Move Silently	Dex	<input type="checkbox"/>	3	=	3	+	0	+	0
Perform; (Act/Drama)	Cha	<input type="checkbox"/>	11	=	5	+	0	+	6
Perform; (Comedy/Joke-Telling)	Cha	<input type="checkbox"/>	11	=	5	+	0	+	6
Perform; (Dance/Waltz)	Cha	<input type="checkbox"/>	15	=	5	+	4	+	6
Perform; (Keyboard Instruments/Piano)	Cha	<input type="checkbox"/>	11	=	5	+	0	+	6
Perform; (Oratory/Storytelling)	Cha	<input type="checkbox"/>	11	=	5	+	0	+	6
Perform; (Percussion Instruments/Drums)	Cha	<input type="checkbox"/>	11	=	5	+	0	+	6
Perform; String Instruments/Lute)	Cha	<input type="checkbox"/>	16	=	5	+	5	+	6
Perform; (Wind Instruments/Flute)	Cha	<input type="checkbox"/>	11	=	5	+	0	+	6
Perform; (Sing/Melody)	Cha	<input type="checkbox"/>	17	=	5	+	6	+	6
Profession; ENTERTAINER	Wis	<input type="checkbox"/>	2	=	2	+	0	+	0
Sense Motive	Wis	<input type="checkbox"/>	7	=	2	+	5	+	0
Sleight of Hand (to)	Dex	<input type="checkbox"/>	5	=	3	+	0	+	2
Spellcraft (to)	Int	<input type="checkbox"/>	14	=	4	+	6	+	4
Swim	Str	<input type="checkbox"/>	2	=	2	+	0	+	0
Tumble (to)	Dex	<input type="checkbox"/>	6	=	3	+	3	+	0
Use Magic Device (to)	Cha	<input type="checkbox"/>	14	=	5	+	5	+	4
	Str	<input type="checkbox"/>		=		+		+	0
	Dex	<input type="checkbox"/>		=		+		+	0
	Dex	<input type="checkbox"/>		=		+		+	0
	Dex	<input type="checkbox"/>	0	=		+		+	0
Speak Languages	Int	<input type="checkbox"/>	6	=	4	+	1	+	1
Total Skill Points:					69				

Other Possessions		
Item	Weight (lbs)	Loc
Backpack, Leather (cap. 50#)	2	Worn
Blanket	3	In BP
Entertainers Outfit (4#)	-	In BP
(M) Cloak, of CHARISMA (azure blue)	2	Worn
Boots-Low hard	3	Worn
Pouch, Belt-small	.5	Worn
Pouch, Spell Component	2	Worn
Rations x10	10	In BP
Arrows, Serpents Tongue, x20; in Quiver	3	Lft. Shldr
Quiver, Leather x 1	1	Lft. Shldr
Lute, Masterwork (+2 Circ. bonus to Perform)	3	Carried
Holy Symbol, Silver, broach	1	Worn
MONEY, Coins	.52	In Blt Pch
Scarf	.2	Worn
Fine Leather Gloves	.01	Worn
Guitar Pick (from Trainer)	.01	In Blt Pch
Canteen x2 (FULL)	10.0	Carried
Water Purification Pills x30	.03	In Blt Pch
TAINT STICK x1 (seven charges) O O O O O O O	.01	In Blt Pch
Total Weight:	63.28	

Currency

22 GP; 2 SP

Languages

Common (automatic) Robs World!	Alzhedo (automatic) PG pg. 11
Auran (Int bonus) PG pg. 11	Chondathan (Int bonus) PG pg. 11
Draconic (Int bonus) PG pg. 11	Ignan (Int bonus) PG pg. 11
Elven (Purchased Rank)	Battle Speak (HB95-96)

Spells & Powers

0	6	5th	
1st	3	6th	
2nd		7th	
3rd		8th	
4th		9th	

Save DC	LEVEL	Spells /Day	Bonus Spells
14	0	3	0
15	1st	1	2
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Manifester Level			Key Ability
Base	Bonus	Max	Current

11/15/24, 07:00

Description

Calishite Female from the land of Calimshan. Move: 30' Arcane Spell caster.

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.

Contacts / Friends

Enemies

Statistic Block [NPC GEN IMPORT] [GENERATE STATBLOCK]

1st LVL: 6+3 (INT)= 9
2nd LVL: 4+3 (INT)= 7
3rd LVL: 3+3 (INT)= 6

Condition and Effects	Additional Information
<div>Armor Check Penalty: -1 to Balance, Climb, Escape Artist, Hide, Jump, Swim, & Tumble. Armor Check Penalty NEGATED: Due to Mithral Chain Shirt</div>	<div>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 * +1 svs Spells & Spell-Like Abilities Serpent Tongue Arrows x15, stored in Wistari's Room at the Manor.</div>

Other Notes

A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

Because a whip can wrap around an enemy's leg or other limb, you can make trip attacks with a it. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

Tripping with a Weapon: Some weapons, including the spiked chain, dire flail, heavy flail, light flail, guisarme, halberd, and whip, can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack, and you don't provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

Private Notes

Birthday - Septeve 24, 988

WISH LIST