Bard C				Kim Vaessen Player Calishite, Hu	man	Alignment Rob's World!	9,000 Current XP	– 12,000 Next Level XP Corellon Larethiar	XP Change		
Class		Race		Campaign		Deity	•				
evel		M		20 Age	Gender	4' 11" Height	84# Weight	Brown Eyes	Brown w/ Prpl Sh		
			Temp	Temp							
Ability	Score	Mod	Score	Mod	HP 2		Nonlethal Damage	Hit Dice	Damage Reduction		
STR	15	2				2 22		2d6			
DEX	17	3	<u> </u>			8 = 10 + 4 TAL Armo	+ 1 + 3	+ 0 + 0	+ 0 + 0		
CON	17	3	_					Size Natural	Deflect Misc		
INT	18	4			Touch 13	Flat-footed	15		Light CC		
WIS	15	2			Total	Dex	Misc		Load 00		
CHA	18	4	20	5	INIT 7	= 3 +	4		Med Load 133		
	Action	Points		5	30	Light	Character Portra	it - Click to Link Image	Max Load 200		
					Speed	Armor Typ	(125x193px)	it - click to Llink Image	Over 200		
Sav	ing Throws		Total	Base	Ability Magic Mod Mod	Misc Mod	Temp Mod		Head		
FOF	RTITUDE		4	= 1	+ 3 + 0	+ 0 +	0		Ground 400		
R	EFLEX		6	= 3	+ 3 + 0	+ 0 +	0		Push/ Drag 1000		
	WILL		5	= 3	+ 2 + 0	+ 0 +	0				
				Total Attack B	onus B	ase Attack Bonus	Str Mod	Size Mod Mise	c Mod Temp Mod		
	MELEE			+2	=	2	+ 2 +	0 + -	-2 + 0		
	GRAPPL	.E		+2	=	2	+ 0 +	0 +	0 + 0		
	RANGE	D		+5	=	2	+ 3 +	0 +	0 + 0		
			20	Total Attack B	onus B	ase Attack Bonus	Dex Mod	Size Mod Mise	c Mod Temp Mod		
	w	/eapon			Total Attack Bonus		Damage	Critical	Range		
IORT BO	W / WSM				+5		1d8	X3	60'		
my Mod:	-5 / M.Str:	al Properties	v: 6 / Eum	DC:18	Ammunition Serpent 's Tongue Arro	ows x 20	Weight 2	Size	Type P+S		
ity woo.			k. 07 Tulli		Total Attack Bonus	5W3 X 20		Critical			
OLIARTE	ERSTAFF /	leapon			+3		Damage 1d6+3/1d6+3	X2	Range		
	Spec	ial Properties			Ammunition		Weight	Size	Туре		
arry Mod:	-1/ M.Str:	6 / M.Dex	x: 7 / Fum	. DC:16			4	M	B		
		leapon			Total Attack Bonus		Damage	Critical	Range		
DAGGER, Common (Melee) / WSM: -1 Special Properties				+2 (M) / +5(R Ammunition	R) 1d4+2 Weight		19-20 x2 Size	10' Type			
arry Mod:-	-/ M.Str: 3		3(6) / Fun	n.DC:18	Ammunidon		1	M	P/S		
•	222. I	leapon			Total Attack Bonus		Damage	Critical	Range		
W) WHIP	(Reach) /				+3		1d3+2 NON-LETHA	L x2	15'		
un Made		al Properties	44/5.00	- D0-10	Ammunition		Weight	Size	Туре		
arry Mod:-	-3/ M.Str:						1	M	S		
			rmor/Pro	otective Iten	1	Type	AC Bonus	Check Pen	Max Dex		
	rt, Mithf	1AL		Special Prop	erties	Light	4 Weight	O Spell Fail	+6 Speed		
							12.5	0	30		
			hield/Pro	otective Iten	1	Туре	AC Bonus	Check Pen	Max Dex		
JCKLER,	MITHIRAL			Control of		Light	1				
				Special Prop	erues		Weight 2.5	Spell Fail 0%	Speed		
					Feats & Sn	ecial Abilities		570			
(Feat:Bonus I	Rob's World!) F	PARRY: (3ENE	pg4)	(Feat:Class)/11v/N	GHT ARMOR PROFICIENCY:(PH pg I			Class: Bardic Music: HE	ALING HYMN (11vl) CC pg.		
A. Out.Donus I		JULIA (JEINF	1997/		a Hinner Procioicitio L(FH pg i			-Lose Fascinate and take			
(Feat:Rob's World!)(11vl) IMPROVED INITIATIVE:(PH pg (Feat:Class		(Feat:Class) (1Ivl)S	HEILDPROFICIENCY, LGHT:			Max length: 2 minutes					
(PH pg 100)		(PH pg 100)				<demons: drago<="" imagine="" p=""></demons:>	ons>				
				MELODIC CASTING: (CM pg 44)			<live forever;="" oasis=""> /</live>				
28623 - 26C	lvl, +2 rank for Spells and Sp			Weave music & ma	agic together in a single perfect	<u> </u>		Class: Bardio Music: INS	PIRE COURAGE(1Ivl) pg. 29		
2010, 11 015	spone and op	control abilities			2			Tails.	a +1 morale bonus on savir		
eat: Class)(1)	VI) SIMPLE WI	EAPON PROF	ICIENCY:	(Feat: Flaw 1st Ivi)	JACK OF ALL TRADES: (Cad pg 110)				fear effects & a +1 morale		
		.5 rank in every sk	ill		IC KNACK (11vl) PH2, pg. 35	bonus on attack & weapo	on damage rolls. At 8th level				
						-Lose Bardic knowled		A STREET, STRE	& every six bard levels thereafter, this bonus increase		
(Feat: Class)(11vl) MARTIAL WEAPON PROFICIENCY: (PH pg 97) -Sword, long; Sword rapier; Sap; Sword,			AREM TRAINED: (1)(Rac pg 164) +2	March and a start of the start	chance of armor ch-eck penalty.		by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire				
H pg 97) -Swi iort.	oru, iong; SW0	ru rapier; Sap;	, swora,		ell versed in song, music, dance, art, and other harem duties.	every skill.	ounded up in skill points for	courage is a mind-affecti	ng abiing.		
								Class: Bardic Music: IN	SPIRE COMPETENCE(1IvI)		
(Feat: Class)(11vl) EXOTIC WEAPON PROFICIENCY: (3)(Feat: Class) EXTRA MUSIC: (3)(Cad p			CIENCY:	(3)(Feat: Class) D	(TRA MUSIC: (3)(Cad pg 109)	Class: Bardic Music:	COUNTERSONG (11vl) pg. 29		competence bonus on skill		
					pardic music 4 extra times per day.	<don't believing<="" stop="" td=""><td></td><td>checks with a particular s</td><td></td></don't>		checks with a particular s			

< Magical World; Mystero>

continues to hear the bard's music.

Wistari-Rainn :: Dungeons & Dragons 3.5e :: Myth-Weavers Online...

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

Other Possessions

	(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
Guiter 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) 0 0 0 0 0 0 0 0	.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 Known								
(Bards, Sorcerers, Psions & Psi Warriors)								
0	6	5th						
1st	3	6th						
2nd		7th						
3rd		8th						
4th		9th						
Spell Saves								
Save DC	LEVEL	Spell /Day		Bonus Spells				
14	0	3		0				
15	1st	1		2				
	2nd							
	3rd							
	4th							
	5th							
	6th							
	7th							
	8th							
	9th							
	Psionics							
Manifester Level				Key Ability				
Base	Base Bonus			Current				

	# 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 does="" is="" magic;="" police="" she=""></everything>			·
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>			
0 / LIGHT / This spell causes an object to glow like a			
U / LIGHT / This spell causes an object to glow like a torch, shedding bright light in a 20' radius (and dim light			
for an additional 20') from the point your touch / PH			
pg 248 V,M/DF /			
0 / SUMMON INSTRUMENT (D) / This spell summons 1			·
handheld musical instrument of your choice. This instru- ment appears in your hands or at your feet (your choice).			·
The instrument is typical for its type. Only one instrument			
appears per casting, and it will play only for you. You can't			
summon an instrument too large to be held in two hands			
(such as a harp, piano, harpsichord, alphorn, or pipe organ).			
/ PH pg 285 V,S			
1 / CURE LIGHT WOUNDS / When laying your hand			
upon a living creature, you channel positive energy that			
cures 1D8 damage +1/lvl max +5) / PH pg 215 V,S /			
1 / HYPNOTISM (D) / Your gestures and droning incantation fascinate nearby creatures, causing them to			
stop and stare blankly at you. In addition, you can use			
their rapt attention to make your suggestions and			
requests seem more plausible. Fascinates 2d4 HD of			
creatures / PH pg 242 V,S /			·
1 / IRONTHUNDER HORN / The last words of your spell			
boom out with a thundering roar, knocking the foes in your			·
path off their feet. / SP Com pg 126 V,S			
			·
			·
			·
			·
	_		
			·
			·
			·
			·
			·

Spells & Powers

Description	Personality
Calishite Female from the land of Calimshan. Move: 30' Arcane Spell caster.	
Character Traits	Character Flaws
Right handed	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

53

::

		LJ		
Condition and Effects	Additional Information			
Armor Check Penalty: -1 to Balance, Climb, Escape Artist, Hide, Jump, Swim, & Tumble.		Skills Miscellaneous Bonuses: At 1st Level bonuses are for all skills except Open Lock: * +1 for Bardic Knack ./ +.5 for Jack of All Trades		
Armor Check Penalty NEGATED: Due to Mithral Chain Shirt	[]	In addition <u>Wistari</u> 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 şxs Spells & Spell-Like Abilities Serpent Tongue Arrows x15, stored in <u>Wistari's</u> Room at the Manor.		

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 Note

Birthday - Septev 24, 988

WISH LIST