

# Ivy Starfall

Character Name  
 Bard 4  
 CLASS  
 4 (4) 6000 / 10000  
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	10		+0		
<b>DEX</b> Dexterity	20		+5		
<b>CON</b> Constitution	17		+3		
<b>INT</b> Intelligence	12		+1		
<b>WIS</b> Wisdom	16		+3		
<b>CHA</b> Charisma	18		+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+4	+1	+3	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+9	+4	+5	+0	+0	+0	
<b>WILL</b> (wisdom)	+7	+4	+3	+0	+0	+0	

### Conditional Save Modifiers:

+2 racial saving throw bonus against enchantment spells or effects.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+3	+0	+0	+0	0	
<b>RANGED</b> attack bonus	+8	+3	+5	+0	+0	0	
<b>GRAPPLE</b> attack bonus	+3	+3	+0	+0	+0	+0	

### \*Rapier +3

	HAND		TYPE	SIZE	CRITICAL	REACH
	Primary	P				
	To Hit	Dam				
1H-P	+11	1d6+3	2W-P-(OH)	+5	18-20/x2	5 ft.
1H-O	+7	1d6+3	2W-P-(OL)	+7		
2H	+11	1d6+3	2W-OH	+1		

### Longbow +2

	HAND		TYPE	SIZE	CRITICAL	REACH
	Carried	P				
	To Hit	Dam				
Range: 30 ft.	To Hit: +10	Damage: 1d8+2				
TH	+10	+8		+4	20/x3	5 ft.
Dam	1d8+2	1d8+2		1d8+2		
	600 ft.	700 ft.		900 ft.	1000 ft.	
TH	+0	-2		-4	-6	-8
Dam	1d8+2	1d8+2		1d8+2		

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

### ARMOR

	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor		+4		+0	0
*Ring of Protection		+2		+0	0

# Maddie

Player Name  
 Elf (High) / Humanoid  
 RACE  
 25 Female  
 AGE GENDER

None Deity  
 None Region  
 Neutral Good Alignment  
 Medium / 5 ft. 5' 3" / 100 lbs.  
 SIZE / FACE HEIGHT / WEIGHT  
 VISION

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
32	21	+5	Light				Walk 40 ft.
hit points	armor class	modifier					
TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale Insight Sacred Profane MISC							
TOTAL DEX MODIFIER MISC MODIFIER MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST							

TOTAL SKILLPOINTS: 42 MAX RANKS: 7/3.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	1	=	1	
✓ Balance	DEX	5	=	5	
✓ Bluff	CHA	6	=	4 + 2	
✓ Climb	STR	0	=	0	
✓ Concentration	CON	3	=	3	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	10	=	4 + 6	
✓ Disguise	CHA	4	=	4	
✓ Escape Artist	DEX	5	=	5	
✓ Forgery	INT	1	=	1	
✓ Gather Information	CHA	4	=	4	
✓ Heal	WIS	3	=	3	
✓ Hide	DEX	5	=	5	
✓ Intimidate	CHA	4	=	4	
✓ Jump	STR	9	=	0 + 9	
Knowledge (Arcana)	INT	2	=	1 + 1	
Knowledge (Geography)	INT	2	=	1 + 1	
Knowledge (History)	INT	2	=	1 + 1	
Knowledge (Local)	INT	2	=	1 + 1	
Knowledge (Nature)	INT	2	=	1 + 1	
Knowledge (Nobility and Royalty)	INT	3	=	1 + 2	
✓ Listen	WIS	7	=	3 + 2 + 2	
✓ Move Silently	DEX	6	=	5 + 1	
✓ Perform (Act)	CHA	6	=	4 + 2	
✓ Perform (Dance)	CHA	13	=	4 + 6 + 3	
✓ Perform (Untrained)	CHA	4	=	4	
✓ Ride	DEX	5	=	5 + 0.5	
✓ Search	INT	3	=	1 + 2	
✓ Sense Motive	WIS	4	=	3 + 1	
✓ Spellcraft	INT	2	=	1 + 1	
✓ Spot	WIS	8	=	3 + 3 + 2	
✓ Survival	WIS	4	=	3 + 1	
✓ Swim	STR	1	=	0 + 1	
Use Magic Device	CHA	8	=	4 + 4	
✓ Use Rope	DEX	5	=	5	
			=	+ +	
			=	+ +	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Rapier +3	Equipped	1	2 / 18,320	
Bracers of Armor +4	Equipped	1	1 / 16,000	
Ring of Protection +2	Equipped	1	0 / 8,000	
Outfit (Traveler's)	Equipped	1	5 / 0	
Boots of Striding and Springing	Equipped	1	1 / 5,500	
Efficient Quiver	Equipped	1	2 / 1,800	
7.5 lbs., 1 Arrows (50)				
Arrows (50)	Efficient Quiver	1	7.5 / 2.5	
Handy Haversack	Equipped	1	5 / 2,000	
3.06 lbs., 1 Wand (Major Image), 1 Elixir of Truth, 1 Ebony Pearl Bracelet, 1 Travel Diary				
Wand (Major Image)	Handy	1	0.1 / 11,250	
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Elixir of Truth	Handy	1	0 / 500	
Ebony Pearl Bracelet	Haversack			
	Handy	1	0 / 50	
(Bracelets)				
Travel Diary	Handy	1	3 / 15	
Gives +5 to Knowledge (Local) when "Take 20" is done.				
Rope of Climbing	Equipped	1	3 / 3,000	
Privy Ring	Equipped	1	0 / 0	
This is one of a set of 8 Privy Rings found in the Scratchy Chest				
Longbow +2	Carried	1	3 / 8,375	
Outfit (Entertainer's)	Carried	1	4 / 0	
TOTAL WEIGHT CARRIED/VALUE		21 lbs.	74,812.5gp	
WEIGHT ALLOWANCE				
Light 33	Medium 66	Heavy 100		
Lift over head 100	Lift off ground 200	Push / Drag 500		
MONEY				
Total= 0 gp [Unspent Funds = 302.5 gp]				
MAGIC				
Languages				
Common, Elven				
Other Companions				

Special Qualities	
<b>Bardic Knowledge</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
A bard may make a special bardic knowledge check with a bonus +5 [equal to his bard level + his Intelligence modifier] to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.	
<b>Bardic Music</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks. Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.	
<b>Countersong (Su)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]
A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the bard (including the bard himself ) that is affected by a sonic or language-dependent magical attack may use the Bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another	

saving throw against the effect each round it hears the countersong, but it must use the Bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

**Fascinate (Sp)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the Bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

**Inspire Competence (Su)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the Bard. The bard must also be able to see the ally. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the Bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

**Inspire Courage (Su)** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself ), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

**Spells** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every bard spell has a verbal component (singing, reciting, or music). To learn or cast a spell, a bard must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell level + the bard's Charisma modifier. Like other spellcasters, a bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Bard. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Bard Spells Known indicates that the bard gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. The bard's selection of spells is extremely limited. A bard begins play knowing four 0-level spells of your choice. At most new bard levels, he gains one or more new spells, as indicated on Table: Bard Spells Known. (Unlike spells per day, the number of spells a bard knows is not affected by his Charisma score; the numbers on Table: Bard Spells Known are fixed.) Upon reaching 5th level, and at every third bard level after that (8th, 11th, and so on), a bard can choose to learn a new spell in place of one he already knows. In effect, the bard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level bard spell the bard can cast. A bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. As noted above, a bard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

**Weapon and Armor Proficiency** [Wizards of the Coast - Revised (v.3.5) System Reference Document, classes]

A bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Bards are proficient with light armor and shields (except tower shields). A bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do). A multiclass

bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

#### Elf Racial Traits (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats. Elves esteem the arts of swordplay and archery, so all elves are familiar with these weapons.

+2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. An elf's senses are so keen that she practically has a sixth sense about hidden portals.

#### Low-Light Vision (Ex)

[Wizards of the Coast - Revised (v.3.5) System Reference Document]

You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

### Feats

#### Skill Focus (Perform (Dance))

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

You get a +3 bonus on all checks involving that skill.

#### Weapon Finesse

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

#### Martial Weapon Proficiency (Longbow, Longsword, Rapier, Shortbow)

[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

### Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike, Whip

### Templates

Base Race Type

Base Race Type ~ Humanoid

## Bard Spells

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

### LEVEL 0 / Per Day:3 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Magic</b> [V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : Detects spells and magic items within 60 ft. [SR:No]	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	RSRD:SpellsD-E
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Know Direction</b> [V, S] TARGET: You; <i>EFFECT</i> : You discern north. [SR:No]	Divination	1 standard action	Instantaneous	Personal	RSRD:SpellsH-L
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Light</b> [V, M/DF] TARGET: Object touched; <i>EFFECT</i> : Object shines like a torch. [SR:No]	Evocation [Light]	1 standard action	40 minutes [D]	Touch	RSRD:SpellsH-L
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Mage Hand</b> [V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; <i>EFFECT</i> : 5-pound telekinesis. [SR:No]	Transmutation	1 standard action	Concentration	Close (35 ft.)	RSRD:SpellsM-O
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Prestidigitation</b> [V, S] TARGET: See text; <i>EFFECT</i> : Performs minor tricks. [SR:No; DC:14, See text]	Universal	1 standard action	1 hour	10 ft.	RSRD:SpellsP-R
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Read Magic</b> [V, S, F] TARGET: You; <i>EFFECT</i> : Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	40 minutes	Personal	RSRD:SpellsP-R

### LEVEL 1 / Per Day:3 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Charm Person</b> [V, S] TARGET: One humanoid creature; <i>EFFECT</i> : Makes one person your friend. [SR:Yes; DC:15, Will negates]	Enchantment (Charm) [Mind-Affecting]	1 standard action	4 hours	Close (35 ft.)	RSRD:SpellsC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Comprehend Languages</b> [V, S, M/DF] TARGET: You; <i>EFFECT</i> : You understand all spoken and written languages. [SR:No]	Divination	1 standard action	40 minutes	Personal	RSRD:SpellsC
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Unseen Servant</b> [V, S, M] TARGET: One invisible, mindless, shapeless servant; <i>EFFECT</i> : Invisible force obeys your commands. [SR:No]	Conjuration (Creation)	1 standard action	4 hours	Close (35 ft.)	RSRD:SpellsT-Z

### LEVEL 2 / Per Day:1 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Blindness/Deafness</b> [V] TARGET: One living creature; <i>EFFECT</i> : Makes subject blinded or deafened. [SR:Yes; DC:16, Fortitude negates]	Necromancy	1 standard action	Permanent [D]	Medium (140 ft.)	RSRD:SpellsA-B
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Tongues</b> [V, M/DF] TARGET: Creature touched; <i>EFFECT</i> : Speak any language. [SR:No; DC:16, Will negates (harmless)]	Divination	1 standard action	40 minutes	Touch	RSRD:SpellsT-Z

\* =Domain/Speciality Spell

# Ivy Starfall

Elf (High)

RACE

25

AGE

Female

GENDER

Low-Light

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 3"

HEIGHT

100 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**