CHARACTER NAME					PLAYER			- LUNGEONS						>
Bard CLASS		RACE			ALIGNMENT DEITY			PRAGONS						
									CHARA	CTER	RECC	RD S	HEE	TS
LEVEL	SIZE	AGI	E GEI	NDER	HEIGHT	WEIGHT	EYES	Н.	AIR					
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY TEMPORA SCORE MODIFI	RY ED	TOTAL	WOUN	DS/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE		SPEEI	D
STR	I I	MODIFIER I	JCOKE MIODITI			WOON	D3/CORREINT HP	1 [SUBDUAL DAMAGE	T I	d6			
STRENGTH				HIT PO	INTS	L		<u> </u>			46	<u></u>		
DEX				ARMOR		= 10+	+ +		+ + +					
CON					TOTAL	A	RMOR SHIELD SONUS BONUS	DEX MODIFI	SIZE NATURAL MISC ER MODIFIER ARMOR MODIFIER		MISS CHANCE	ARCANE SPELL		SPELL RESISTANC
CONSTITUTION				IIIII	TIATIVE			v		GWIII		FAILURE	PENALTY	
INT					ODIFIER		DEX MISC	CLAS		SKILI	5	M	AX RANKS	/
WIS							ODIFIER MODIFIER	ROSS.	SKILL NAME	KEY ABILITY	SKILL MODIFIEI	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA				BA	SE ATTA	ACK		J	A					
CHARISMA						_		_	ALCHEMY APPRAISE ■	INT		=	.+	_+
SAVING T	HPOWS	TOTA	BASE AB	ILITY MAGIC	MISC. TEMP	ORARY COMPLE	IONAL MODIFIERS		BALANCE	DEX*		=	+	_+ +
		I	SAVE MOI	DIFIER MODIFIER	R MODIFIER MOI	DIFIER	IONAL MODIFIERS	1 -	Bluff ■	СНА		=	+	+
FORTI (constit	UTION)		_=+	+	+ +				CLIMB ■	STR*		=	_+	_+
ŖĔF			7=[+[-	1+	₊ ₊				CONCENTRATION	CON		=	+	_+
(DEXTE			ㅓ ├── ├	ᆿ				1 -	CRAFT ■ () INT		=	_+	_+
WI (WISD			J - LJ+L_	+	++				DECIPHER SCRIPT DIPLOMACY	INT CHA		=	+	+
					009020000	<u> </u>			DISABLE DEVICE	INT		=	-+ +	+
			TOTAL		STE	R SIZE	MISC TEMPORA	ARY 🗆	DISGUISE ■	СНА		=	+	_+
M	3133		TOTAL	BASE ATTAC	K BONUS MODII	FIER MODIFIER	MODIFIER MODIFIE	ER 🗆	ESCAPE ARTIST ■	DEX♯		=	+	+
	ACK BONUS					+	+	red Miles	FORGERY	INT		=	_+	_+
RA	NGED			7=	+	+	+	2 -	GATHER INFORMATION	CHA		=	.+	_+
AII	ACK BONUS		TOTAL	BASE ATTAC	K BONUS DE	SIZE	MISC	965	Handle Animal Heal ■	CHA WIS		=	_+	_+
					MODII	FIER MODIFIER	MODIFIER	_	Hide ■	DEX*			+	+
,	WEAPO	N						\boxtimes	Innuendo	WIS			+	_+
	<i></i>		TOTAL	ATTACK BO	NUS D	AMAGE	CRITICAL		INTIMIDATE =	СНА		=	+	_+
								1 -	INTUIT DIRECTION	WIS		=	+	_+
RANGE	WEIGHT	TY	PE SIZ	Œ	SPECIA	L PROPERTI	ES	_	JUMP ■ Knowledge (arcana)	STR* INT		=	.+	_+
								_	KNOWLEDGE (ARCHITECTU			=	.+	_+
									& ENGINEERING)	INT		=	_+	+
<u>'</u>	VEAPO	N .	TOTAL	ATTACK BO	NUS D	AMAGE	CRITICAL		KNOWLEDGE (GEOGRAPHY	INT		=	+	_+
									KNOWLEDGE (HISTORY)	INT		=	.+	_+
RANGE	WEIGHT	TYI	PE SIZ	Έ	SPECIA	L PROPERTI	ES		Knowledge (local) Knowledge (nature)	INT		=	+	_+
									Knowledge (NATORE)	INT		=	.+	_+
								_	(NOBILITY & ROYALTY)	INT		=	+	+
•	VEAPO	N	TOTAL	. ATTACK BON	NUS DA	AMAGE	CRITICAL		KNOWLEDGE (THE PLANES)	INT		=	+	+
								1	KNOWLEDGE (RELIGION)	INT		=	+	_+
DANICE	WEIGHT	-	Dr		4054				LISTEN Manager	WIS		-		_+
RANGE	WEIGHT	TY	PE SIZ	Æ	SPECIA	L PROPERTI	ES		Move Silently ■ Open Lock	DEX*		=		+
									Perform ()		=	.+	_+
ARMOR/	PROTECT	TIVE ITI	E M TYF	DF .	ARMOR BON	IIS M	AX DEX BONUS) сна		=	+	+
<u> </u>				_	ARMOR BOX	03 1017	AX DEX BONOS		PICK POCKET	DEX*		=		_+
									Profession () wis		=		+
CHECK PEN	ALTY SPEL	L FAILUR	E SPEED	WEIGHT	SPE	CIAL PROPE	RTIES		RIDE ■ () DEX INT		=		_+
								_	SEARCH	INT		=		 -+_
SHIELD/P	POTECT	VE 1522	7]						Sense Motive	WIS		=		+
SINIELD/P	KOTECII	M-1113	ARMOR BO	NUS WEIG	HT CHECK	PENALTY	SPELL FAILURE		SPELLCRAFT	INT		=	+	+
									SPOT ■	WIS		=		+
				I DRODERTIE					SWIM ■	STR**		=	+	+

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SPECIAL PROPERTIES

AMMUNITION

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.

Skills marked with ⊠ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies.

** —1 per 5 lb. of gear.

DEX*

СНА

DEX

WIS

☐ TUMBLE

∪SE ROPE ■

☐ USE MAGIC DEVICE

AIGN			BARDIC MILE	ıc		NUMBER OF BARD	SPELLS KNOW	
				BARDIC MUS TIMES/DAY	U	SED	01st	
IENCE POINTS				BARDIC KI	NOWLEDGE CHEC	к 🗀	3RD4TH	
				1d20 +ba	rd level + Int modifier		6тн	
	GEAR						NUMBER OF BARI	
ITEM	WT.	ITEM	WT.				01sт	
							3RD4TH	5тн
							6тн	
							0:	
							1 sт:	
							2ND:	
							3RD:	
							4	
							4тн:	
							5тн:	
				-				
					MEDITION	LIEANOVICAS	6тн:	
				LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		
				LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG		

TOTAL WEIGHT CARRIED MONEY LANGUAGES Initial Languages = Common + racial languages + Int bonus Each additional language (Speak Language) = 1 skill point

CP —

SP -

G P —

PP —

CHA	
MODIFIER	

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
	0		0
	1ST		
	2ND		
	3RD		
	4TH		
	5TH		
	6ТН		