



**CHARACTER SHEET**

**Perrin Redfeet**

**CG**

**Kai**

CHARACTER NAME

ALIGNMENT

PLAYER

Bard 1

Desna (dreams, stars, travelers, luck)

CHARACTER LEVEL

DEITY

HOMELAND

Halfling

small

male

28

1.20 m

40 kg

red

green

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	DR
<b>STR</b> STRENGTH	14	+2			10	D8
<b>DEX</b> DEXTERITY	16	+3				
<b>CON</b> CONSTITUTION	12	+1				
<b>INT</b> INTELLIGENCE	10	0				
<b>WIS</b> WISDOM	8	-1				
<b>CHA</b> CHARISMA	16	+3				

SPEED LAND	20	FT.	SQ.	20	FT.	SQ.	TEMP MODIFIERS
BASE SPEED		WITH ARMOR					
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW			

<b>AC</b> ARMOR CLASS	18	-10	+4	+3	(1)				
TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER		

<b>TOUCH</b> ARMOR CLASS	14	<b>FLAT-FOOTED</b> ARMOR CLASS	15	MODIFIERS
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	+1	0	1				
<b>REFLEX</b> (DEXTERITY)	+5	2	3				
<b>WILL</b> (WISDOM)	+1	2	-1				

<b>BASE ATTACK BONUS</b>	0	<b>SPELL RESISTANCE</b>	
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<b>CMB</b>	+1	0	2	(1)	MODIFIERS
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER		

<b>CMD</b>	14	0	2	3	(1)	+10
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEXTERITY MODIFIER	SIZE MODIFIER		

WEAPON		ATTACK BONUS	CRITICAL
Rapier		+2	18-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	n.a.	n.a.	1D4+3 (arcane strike)

WEAPON		ATTACK BONUS	CRITICAL
Club		+2	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B	10 ft	1	1D4

WEAPON		ATTACK BONUS	CRITICAL
Dogslicer		-2 (martial)	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
S	n.a.	n.a.	1D4

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

**SKILLS**

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	+6	=DEX	3	+ 2/0
<input checked="" type="checkbox"/> APPRAISE	+0	=INT		+ +
<input checked="" type="checkbox"/> BLUFF	+3	=CHA	3	+ +
<input checked="" type="checkbox"/> CLIMB	+2	=STR	2	+ 2/0
<input checked="" type="checkbox"/> CRAFT	n.a.	=INT		+ +
<input checked="" type="checkbox"/> CRAFT	n.a.	=INT		+ +
<input checked="" type="checkbox"/> CRAFT any (untrained)	+0	=INT		+ +
<input checked="" type="checkbox"/> DIPLOMACY	+3	=CHA	3	+ +
<input type="checkbox"/> DISABLE DEVICE*	n.a.	=DEX	3	+ 0/-2
<input checked="" type="checkbox"/> DISGUISE	+7	=CHA	3	+ 1 +
<input checked="" type="checkbox"/> ESCAPE ARTIST	+5	=DEX	3	+ 1 0/-2
<input type="checkbox"/> FLY	+1	=DEX	3	+ 0/-2
<input type="checkbox"/> HANDLE ANIMAL*	n.a.	=CHA	3	+ +
<input type="checkbox"/> HEAL	-1	=WIS	-1	+ +
<input checked="" type="checkbox"/> INTIMIDATE	+3	=CHA	3	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	+4	=INT		+ 1 +
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> LINGUISTICS*	n.a.	=INT		+ +
<input checked="" type="checkbox"/> PERCEPTION	+1	=WIS	-1	+ 2
<input checked="" type="checkbox"/> PERFORM String instruments	+8	=CHA	3	+ 1 + 1
<input checked="" type="checkbox"/> PERFORM any (untrained)	+3	=CHA	3	+ +
<input checked="" type="checkbox"/> PROFESSION*	n.a.	=WIS	-1	+ +
<input checked="" type="checkbox"/> PROFESSION*	n.a.	=WIS	-1	+ +
<input type="checkbox"/> RIDE	+1	=DEX	3	+ 0/-2
<input checked="" type="checkbox"/> SENSE MOTIVE	-1	=WIS	-1	+ +
<input checked="" type="checkbox"/> SLEIGHT OF HAND*	+5	=DEX	3	+ 1 0/-2
<input checked="" type="checkbox"/> SPELLCRAFT*	+4	=INT		+ 1 +
<input checked="" type="checkbox"/> STEALTH	+5	=DEX	3	+ 4/2
<input checked="" type="checkbox"/> SURVIVAL	+0	=WIS	-1	+ 1
<input type="checkbox"/> SWIM	+0	=STR	2	+ 0/-2
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	n.a.	=CHA	3	+ +

CONDITIONAL MODIFIERS:

LANGUAGES:  
Common, Halfling

