

Ludo Fritzwick

Character Name

Bard (Standard) 2

CLASS

2 (2)

Character Level (CR)

1000 / 3000

Player Name

Gnome (Rock) / Humanoid

RACE

83

Male

AGE

GENDER

Deity

Small / 5 ft.

SIZE / FACE

None

Region

3' 6" / 46 lbs.

HEIGHT / WEIGHT

None

Alignment

Low-Light Vision

VISION

ABILITY NAME

STR

Strength

7

-2

7

-2

DEX

Dexterity

13

+1

13

+1

CON

Constitution

15

+2

15

+2

INT

Intelligence

14

+2

14

+2

WIS

Wisdom

5

-3

5

-3

CHA

Charisma

15

+2

15

+2

EXP/NEXT LEVEL

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+0

=

+3

+

-3

+

+0

+

+0

+

+0

+

HP

hit points

12

WOUNDS/CURRENT HP

AC

armor class

15

14

12

=

10

+

3

+

0

+

1

+

1

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

modifier

+1

=

+1

+

+0

+

Encumbrance

Light

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

15

+0

0

SPEED

Walk 20 ft.

Conditional Save Modifiers:
+2 racial bonus on saving throws against illusions

Conditional Combat Modifiers:
+4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants)

MELEE

attack bonus

+0

=

+1

+

-2

+

+1

+

+0

+

0

+

RANGED

attack bonus

+3

=

+1

+

+1

+

+1

+

+0

+

0

+

GRAPPLE

attack bonus

-5

=

+1

+

-2

+

-4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+0	1d2-2	20/x2	5 ft.

Special Properties:

Crossbow, Light (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +3		Damage: 1d6		
80 ft.		160 ft.	240 ft.	320 ft.	400 ft.	
+3		+1	-1	-3	-5	
1d6		1d6	1d6	1d6	1d6	
480 ft.		560 ft.	640 ft.	720 ft.	800 ft.	
-7		-9	-11	-13	-15	
1d6		1d6	1d6	1d6	1d6	

Special Properties: Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.

Dagger (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	S	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam	
+0		1d3-2	-6		1d3-2	
-4		1d3-2	-4		1d3-2	
+0		1d3-2	-8		1d3-2	
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.	
+3		+1	-1	-3	-5	
1d3-2		1d3-2	1d3-2	1d3-2	1d3-2	

*: 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
*Studded Leather (Small)	Light	+3	+5	+0	15

TOTAL SKILLPOINTS: 40		MAX RANKS: 5/2.5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Appraise		INT	3	=	2	+ 1
✓ Balance		DEX	1	=	1	
✓ Bluff		CHA	5	=	2	+ 3
✓ Climb		STR	-2	=	-2	
✓ Concentration		CON	2	=	2	
✓ Concentration (Cast defensively)			0	=	0	
✓ Craft (Untrained)		INT	2	=	2	
✓ Diplomacy		CHA	5	=	2	+ 3
✓ Disguise		CHA	3	=	2	+ 1
✓ Escape Artist		DEX	1	=	1	
✓ Forgery		INT	2	=	2	
✓ Gather Information		CHA	3	=	2	+ 1
✓ Heal		WIS	-3	=	-3	
✓ Hide		DEX	6	=	1	+ 1 + 4
✓ Intimidate		CHA	2	=	2	
✓ Jump		STR	-8	=	-2	+ -6
Knowledge (History)		INT	7	=	2	+ 5
Knowledge (Local)		INT	6	=	2	+ 4
✓ Knowledge (Untrained)		INT	2	=	2	
✓ Listen		WIS	2	=	-3	+ 3 + 2
✓ Move Silently		DEX	3	=	1	+ 2
Perform (Oratory)		CHA	4	=	2	+ 2
Perform (String Instruments)		CHA	9	=	2	+ 5 + 2
✓ Ride		DEX	1	=	1	
✓ Search		INT	2	=	2	
✓ Sense Motive		WIS	0	=	-3	+ 3
Sleight of Hand		DEX	3	=	1	+ 2
Spellcraft		INT	6	=	2	+ 4
✓ Spot		WIS	-3	=	-3	
✓ Survival		WIS	-3	=	-3	
✓ Swim		STR	-2	=	-2	
✓ Use Rope		DEX	1	=	1	
			=	+	+	
			=	+	+	

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

Conditional Skill Modifiers:
Bardic Knowledge +6

Bardic Music

Uses per day ☐

Special Qualities	
Attack Bonus	[Wizards of the Coast - Players Handbook, p.17]
+1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears): Gnomes battle these creatures frequently and practice special techniques for fighting them.	
Bardic Knowledge	[Wizards of the Coast - Players Handbook, p.29]
A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier (+6) 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. The DM can determine the Difficulty Class of the check by referring to the table above.	
Bardic Music	[Wizards of the Coast - Players Handbook, p.29]
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). Bardic Music Times = 2	
Countersong (Su)	[Wizards of the Coast - Players Handbook, p.29]
A bard 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 (such as a sound burst or command spell) 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 - Players Handbook, p.29]

Feats	
Melodic Casting	[Wizards of the Coast - Complete Mage, p.44]

You weave your music and magic together into a single perfect voice.

Whenever a Concentration check would be required, you can make a Perform check instead. In addition, you can cast spells and activate magic items by command word or spell while using bardic music. Bardic music abilities that require concentration still take a standard action to perform.

Proficiencies

Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Rapier, Sap, Shortbow, Shortspike, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword (Short), Unarmed Strike, Whip

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Dancing Lights	Evocation [Light, WujenFire, Fire Shugenja]	1 standard action	1 minute [D]	Medium (110 ft.)	PH:p.216
[V, S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
<input type="checkbox"/> Ghost Sound	Illusion (Figment) [Illusion Domain, Air Shu]	1 standard action	1 rounds [D]	Close (25 ft.)	PH:p.235
[V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:12, Will disbelief (if interacted with)]					
<input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:12, See text]					
<input type="checkbox"/> Speak with Animals	Divination [Water Shugenja]	1 standard action	1 minutes	Personal	PH:p.281
[V, S] TARGET: You; EFFECT: You can communicate with animals. [SR:No]					

* =Domain/Speciality Spell

Bard Spells

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

LEVEL 0 / Per Day:3 / Caster Level:2

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light, WujenFire, Fire Shugenja]	1 standard action	1 minute [D]	Medium (120 ft.)	PH:p.216
[V, S] TARGET: Up to four lights, all within a 10- ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment) [Illusion Domain, Air Shu]	1 standard action	2 rounds [D]	Close (30 ft.)	PH:p.235
[V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:13, Will disbelief (if interacted with)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Lullaby	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration + 2 rounds [D]	Medium (120 ft.)	PH:p.249
[V, S] TARGET: Living creatures within a 10-ft.-radius burst; EFFECT: Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep. [SR:Yes; DC:12, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
[V, S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:12, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Instrument	Conjuration (Summoning)	1 round	2 minutes [D]	0 ft.	PH:p.285
[V, S] TARGET: One summoned handheld musical instrument; EFFECT: Summons one instrument of the caster's choice. [SR:No]					

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

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Person	Enchantment (Charm) [Mind-Affecting, Enc]	1 standard action	2 hours	Close (30 ft.)	PH:p.209
[V, S] TARGET: One humanoid creature; EFFECT: Makes one person your friend. [SR:Yes; DC:13, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	2 minutes	Medium (120 ft.)	PH:p.280
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: Puts 4 HD of creatures into magical slumber. [SR:Yes; DC:13, Will negates]					

* =Domain/Speciality Spell

Innate

- ☐Dancing Lights
- ☐Ghost Sound (DC:12)
- ☐Prestidigitation (DC:12)
- ☐Speak with Animals

Ludo Fritzwick

Gnome (Rock)

RACE	
83	
AGE	
Male	
GENDER	
Low-Light Vision	
VISION	
None	
ALIGNMENT	
Right	
DOMINANT HAND	
3' 6"	
HEIGHT	
46 lbs.	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
,	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Humanoid	
Race Type	

Race Sub Type

Description:
Biography: