

Ludo Fritzwick

Character Name: Ludo Fritzwick Player Name: Gnome (Rock) / Humanoid Deity: None Region: None
 CLASS: Bard (Standard) 2 RACE: Gnome (Rock) / Humanoid SIZE / FACE: Small / 5 ft. HEIGHT / WEIGHT: 3' 6" / 46 lbs. Alignment: Low-Light Vision
 Character Level (CR): 2 (2) EXP/NEXT LEVEL: 1000 / 3000 AGE: 83 GENDER: Male EYES: HAIR: Points:

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED														
STR Strength	7	-2	7	-2			HP hit points	12					Walk 20 ft.														
DEX Dexterity	13	+1	13	+1			AC armor class	15	14	12	=	10	+3	+0	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
CON Constitution	15	+2	15	+2			INITIATIVE modifier	+1	+1	+0																	
INT Intelligence	14	+2	14	+2			Encumbrance																				
WIS Wisdom	5	-3	5	-3			Light																				
CHA Charisma	15	+2	15	+2																							

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

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)

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
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 (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+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.	
TH	+3	+1	-1	-3	-5	
Dam	1d6	1d6	1d6	1d6	1d6	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-7	-9	-11	-13	-15	
Dam	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
1H-P	+0	1d3-2	2W-P-(OH)	-6	1d3-2	
1H-O	-4	1d3-2	2W-P-(OL)	-4	1d3-2	
2H	+0	1d3-2	2W-OH	-8	1d3-2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+3	+1	-1	-3	-5	
Dam	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		SKILLS		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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Studded Leather (Small)	Equipped	1	5 / 162.5
Backpack (Small)	Equipped	1	0.5 / 2
1.75 lbs., 7 Rations (Trail/Per Day) (Small)			
Rations (Trail/Per Day) (Small)	Backpack (Small)	7	0.2 (1.8) / 0.5 (3.5)
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Pouch, Belt (Small)	Equipped	1	0.1 / 1
0 lbs., 1 Inkpen, 1 Ink (1 Oz. Vial)			
Inkpen	Pouch, Belt (Small)	1	0 / 0.1
An inkpen is a wooden stick with a special tip on the end. The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.			
Ink (1 Oz. Vial)	Pouch, Belt (Small)	1	0 / 8
This is black ink. You can buy ink in other colors, but it costs twice as much.			
Spell Component Pouch	Equipped	1	2 / 5
This small, watertight leather belt pouch has many compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).			
Waterskin (Filled) (Small)	Equipped	1	1 / 1
A waterskin is a leather pouch with a narrow neck that is used for holding water.			
Masterwork Musical Instrument (Fiddle/Small)	Equipped	1	0.8 / 100
Bolt (10) (Small)	Equipped	5	0.5 (2.5) / 1 (5)
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A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.			
Crossbow, Light (Small)	Carried	1	2 / 35
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)	Carried	1	0.5 / 2
TOTAL WEIGHT CARRIED/VALUE		16.12 lbs.	325.1gp
WEIGHT ALLOWANCE			
Light	17	Medium	35
Heavy	52		
Lift over head	52	Lift off ground	105
		Push / Drag	262
MONEY			
Total = 0 gp [Unspent Funds = 3.68 gp]			
MAGIC			
Languages			
Common, Dwarven, Gnome, Orc			
Other Companions			

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]

A bard can use his music or poetics to cause 1 creature(s) 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. 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 2 round(s)). 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.

Gnome Racial Traits (Ex) [Wizards of the Coast - Players Handbook]

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

Weapon Familiarity: Gnomes may treat gnome hooked hammers (see page 118) as martial weapons rather than exotic weapons.

+2 racial bonus on saving throws against illusions: Gnomes are innately familiar with illusions of all kinds.

Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. Their innate familiarity with these effects make their illusions more difficult to see through. This adjustment stacks with those from similar effects, such as the Spell Focus feat.

+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.

+4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too. The Monster Manual has information on which creatures are of the giant type.

+2 racial bonus on Listen checks: Gnomes have keen ears.

+2 racial bonus on Craft (alchemy) checks: A gnome's sensitive nose allows him to monitor alchemical processes by smell.

Spell-Like Abilities: 1/day-speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day-dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level. See the spell descriptions on pages 216, 235, and 264, respectively.

Inspire Courage (Su) [Wizards of the Coast - Players Handbook, p.29]

A bard 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 rolls and a +1 bonus weapon damage rolls. Inspire courage is a mind-affecting ability.

Low-Light Vision (Ex) [Universal Rules, p.165]

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.

Saving Throw Bonus [Wizards of the Coast - Players Handbook, p.17]

+2 racial bonus on saving throws against illusions: Gnomes are innately familiar with illusions of all kinds.

Spell-Like Abilities [Wizards of the Coast - Players Handbook, p.17]

1/day-speak with animals (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day-dancing lights, ghost sound, prestidigitation. Caster level 1st; save DC 10 + gnome's Cha modifier + spell level. See the spell descriptions on pages 216, 235, and 264, respectively.

Weapon and Armor Proficiency [Wizards of the Coast - Players Handbook, p.29]

A bard is proficient with all simple weapons, Bards are proficient with light armor and shields (except tower shields). Because the somatic components required for bard spells are relatively simple, a bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.

Weapon Familiarity [Wizards of the Coast - Players Handbook, p.17]

Gnomes may treat gnome hooked hammers (see page 118) as martial weapons rather than exotic weapons.

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, Shortspear, 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, Enc1]	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: