

Dothan Ghostsong

				SKILLS	BONUS	Ability	Rank	CS	Misc	Details	
STR 8	-1	Player Mike		Acrobatics	+36	Dx	+2	na	+3	+1	Use Dance
DEX 14	+2	Race Half-Orc		Appraise	+4	In	+4	0			
CON 13(15)	+2	Class 1 Bard - 15		Bluff	+42	Ch	+9	na			Use Sing
INT 16(18)	+4	Class 2		Climb	+4	St	-1	1	+3	+1	Climber race feature
WIS 7	-2	Class 3		Craft (Prestidigitation)	+8	In	+4	1	+3		
CHA 25 (29)	+9	XP Unimportant		Diplomacy	+36	Ch	+9	na	+3		Use Wind
Initiative	+4	Alignment Chaotic Good		Disable Device	+3	Dx	+2	1			
BAB +11/+6/+1		Deity Shelyn/Desna		Disguise	+14	Ch	+9	2	+3		
Melee +10/+5/+0		Identity Varisian/Nybor		Escape Artist	+7	Dx	+2	2	+3		
Ranged +13/+8/+3		Size Medium		Fly	+36	Dx	+2	na			Use Dance
CMB +8		Movement 40 feet; Fly 60 ft		Handle Animal	+36	Ch	+9	na			Use Wind
CMD 21		Group Affl Rusty Dragon		Heal	-2	Ws	-2	0			
Fortitude +13		Height 5'1"		Intimidate	+32	Ch	+9	na	+3		Use Percussion
Reflex +15		Weight 102		Know(Arcana)	+26	In	+4	6	+3	+13	Bardic know/historian/journal
Willpower +13		Gender F		Know(Dungeons)	+16	In	+4	1	+3	+8	Bardic knowledge/historian
AC 24		Age 16		Know(Engineer)	+16	In	+4	1	+3	+8	Bardic knowledge/historian
Flat-Footed 22		Eyes Gray		Know(Geography)	+17	In	+4	2	+3	+8	Bardic knowledge/historian
Touch AC 17		Hair Varies (naturally brown)		Know(History)	+27	In	+4	6	+3	+14	Bardic know/historian/journal
				Know(Local)	+27	In	+4	7	+3	+13	Bardic know/historian/journal
				Know(Nature)	+27	In	+4	7	+3	+13	Bardic know/historian/journal
				Know(Nobility)	+17	In	+4	2	+3	+8	Bardic knowledge/historian
				Know(Planes)	+27	In	+4	7	+3	+13	Bardic know/historian/journal
				Know(Religion)	+27	In	+4	7	+3	+13	Bardic know/historian/journal
				Linguistics	+22	In	+4	15	+3		
				Perception	+16	Ws	-2	15	+3		
				(vision based)	+14	Ws	-2	na		-2	-2 Oblivious
				Perf(Act)	+18	Ch	+9	1	+3	+5	Bracers
				Perf(Comedy)	+18	Ch	+9	1	+3	+5	Bracers
				Perf(Dance)	+36	Ch	+9	15	+3	+9	+4 Prodigy/Bracers
				Perf(Keyboard)	+19	Ch	+9	2	+3	+5	Bracers
				Perf(Oratory)	+18	Ch	+9	1	+3	+5	Bracers
				Perf(Percussion)	+32	Ch	+9	15	+3	+5	Bracers
				Perf(Sing)	+42	Ch	+9	15	+3	+15	Feats & Trait/Bracers
				Perf(Strings)	+24	Ch	+9	3	+3	+9	Prodigy/MW violin/Bracers
				Perf(Wind)	+38	Ch	+9	15	+3	+11	Prodigy/MW flute/Bracers
				Profession	-2	Ws	-2	0			
				Ride	+2	Dx	+2	0			
				Sense Motive	+42	Ws	-2	na		-2	Use Sing
				Sleight of Hand	+6	Dx	+2	1	+3		
				Spellcraft	+20	In	+4	13	+3		
				Stealth	+12	Dx	+2	7	+3		
				Survival	-1	Ws	-2	1			
				Swim	0	St	-1	1			
				Use Magic Dev	+18	Ch	+9	6	+3		

WEAPONS				Bonus	Damage	Critical
w/ Arcane Strike						
MW Quarterstaff		+10/+5	1d6+2	20/x2		
Dagger		+9/+4	1d4+2	19-20/x2		
+1 Shortbow (range 60ft)		+13/+7	1d6+3	20/x3		
w/ Song & Arcane Strike						
+1 Shortbow (range 60ft)		+16/+11	1d6+7+d6	20/x3		
w/ Song+AS+Good Hope						
+1 Shortbow (range 60ft)		+18/+12	1d6+9+d6	20/x3		

ARMOR				
	Bonus	Check Penalty	Max Dex	Spell Failure
Mithril Shirt +3	+7	--	+6	na

FEATS, TRAITS, POWERS, ABILITIES, Etc

Languages Abyssal, Aquan, Celestial, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Ignan, Infernal, Kelish, Orc, Shoanti, Sylvan, Taldane, Thassilonian, Tien, Varisian

Skilled (race) +1 skill point per level; replaces darkvision

Sacred Tattoos (race) +1 to saves; replaces orc ferocity

Climber (race) +1 to Acrobatics & Climb; replaces intimidating

Weapon Proficiency (race) proficient w/ greataxes & falchions, and orc weapons are martial

Orc Blood (race) counts as human and orc

Eager Performer (trait) +1 to Perform (Sing) and +1 DC to Charm Person

Hyperactive (trait) +2 Initiative

Historian (trait) +1 to Knowledge (History) and +1 to all bardic knowledge checks

Oblivious (drawback) -2 to Sense Motive and -2 to sight based Perception checks

Arcane Strike (feat) As swift action, add +3 to weapon damage

Prodigy (feat) +2 to Perform (Sing) and Perform (Strings); at 10 ranks, bonuses increase to +4

Prodigy (feat) +2 to Perform (Wind) and Perform (Dance); at 10 ranks, bonuses increase to +4

Skill Focus-Perform(Sing) (feat) +3 Perform (Sing); at 10 ranks, bonus increases to +6

Craft Wondrous Item (feat) Can create Wondrous Items

Discordant Voice (feat) When using Bardic Performance, allies within 30 ft add +1d6 sonic damage on successful attacks

Bardic Knowledge (class) +1/2 level to Knowledge checks; Knowledge checks can be made untrained

Bardic Performance (class) 41 rounds per day; May start a performance as a Swift action. Maintaining is a Free action

BP: Countersong (class) Audible performance check replaces save vs. sound based effects for all allies (and self) within 30ft

BP: Distraction (class) Visual performance check replaces save vs. sight based effects for all allies (and self) within 30ft

BP: Fascinate (class) Up to 5 targets, 90ft range; Will save DC 26; unless threatened target does nothing but observe performance; -4 percept

BP: Inspire Courage (class) +3 morale bonus vs charm/fear; +3 competence bonus to BAB and damage rolls

BP: Inspire Competence (class) +5 to skill check for ally within 30 ft

BP: Suggestion (class) As spell on subject already fascinated. Will save 10+chr+1/2 lvl

BP: Dirge of Doom (class) All opponents within 30ft shaken, -2 att, save, skill, ability

BP: Inspire Greatness (class) 1 target; 2 bonus HD (d10s), +2 to hit; +1 save

Versatile Performance (class) Sing: Sense Motive & Bluff; Wind: Diplomacy & Handle Animal, Dance: Acrobatics and Fly; Percussion: Intimidate

Well Versed (class) +4 save vs. bard perform, sonic, and language-dependent effects

Lore Master (class) Take 10 on any Knowledge skill; 2/day can take 20 on one check

Jack of All Trades (class) Can use all skills, even untrained

BP: Soothing Performance (class) 4 rnds performance, heal 12 people 3d8+13, remove fatigued/sickened/shaken from all

Iron Will (feat) +2 to Will saves

BP: Frightening Tune Enemies Will save, DC 26 or be Frightened

BP: Inspire Heroics One target gets +4 AC and +4 Saves

Great Fortitude (feat) +2 Fortitude saves

SPELLS		Concentration: +21	SCROLLS		Lvl	#	Description	C	R	D		
Legend			Cast Time	Range	Duration							
Cast Time: S=Standard Action; F=Full Round; 10=10 minutes Range: T=touch P=personal C=lose25+5/2lv M=ed100+10/lv L=ong400+40/lv Duration: R=1 round/lvl; M=1 minute/lvl; M+=10 minutes/lvl H=1 hour/lvl; D=1 day/lvl; I=instant; C=concentration												
DC 19	Detect Magic	detect spells and magic items	S	60'	M							
	Light	normal to 20'; dim to 40'	S	T	M+							
Cantrips (-)	Mage Hand	5lb telekinesis	S	C	C	Glitterdust	2	1	10'rad-blind, Will save ea. Rnd, -40 Stealth	S	M	R
	Mending	restore 1d4hp to objects up to 1lb/lvl	10	10'	I							
DC 20	Prestidigitation	minor magical effects	S	10'	H							
	Read Magic	read scrolls and spellbooks	S	P	M+							
DC 20	Charm Person	1 humanoid becomes Friendly; Will negates (DC 19)	S	C	H							
	Chord of Shards	w/ bardic perf; cone; 2d6 dam; Ref negates	S	15'	I							
Lvl 1 (8)	CLW	cure 1d8+5	S	T	I							
	Grease	10' square; Ref or fall; 1/2move; difficult terrain	S	C	M							
Lvl 1 (8)	Gracelessness	Lose 1d6+5 Dex; Fort save for half	S	T	M							
	Anticipate Peril	+5 Initiative	S	T	M							
DC 21	Cacoph. Call	nauseated; Will negates	S	C	R							
	Heroism	+2 attack, save, and skills	S	T	M+							
Lvl 2 (7)	Invisibility	1 creature/item up to 100lb/lvl; attacking negates	S	T	M							
	Acute Senses	+20 perception	S	T	M							
Lvl 2 (7)	Owl's Wisdom	+4 Wis	S	T	M							
	Cat's Grace	+4 Dex										
DC 22	Haste	1 pers/lv; +1hit/AC/Ref; +30move; 1 extra att w/full	S	C	R							
	Mad Monkeys	[See descriptive stuff on page 4]	F	C	R							
Lvl 3 (6)	Slow	1 pers/lv; -1hit/AC/Ref; staggered; Will negates	S	C	R	POTIONS						
	Good Hope	+2 Morale to save/attack/ability/skill/damage	S	M	M							
DC 23	Confusion											
	Neutralize Poison					4	1	caster lvl check vs. each poison affecting target	S	T	I	
Lvl 4 (6)	Dominate Pers	Complete control 1 humanoid; Will negates	F	C	D							
	Serenity	1 creature/lvl; will save or take 3d6 non-lethal when att	S	M	R							
Lvl 4 (6)	Virtuoso Perf	Start 2nd Bard Perf at cost of 2 rnds/rnd	S	P	R							
	Wall of Sound	see description	S	M	C+							
DC 24	Deafening Song	3 bolts ranged touch attack. 3d10 sonic, deaf 1d6 rnd	S	C	I							
	Bolt	No save. Can be same or different targets										
Lvl 5 (4)	Music of the Spheres	Sphere centered on me. ALL who start their turn inside	S	20'	C	WANDS						
	ResonatingWrd	Fast heal 5, Resistance 10, +3 save vs poison/disease										
Lvl 6 (0)	Phantasmal Web	1: 5d6+stagger; 2:5d6+stun; 3: 10d6+stun1d4+1	S	M	3	Bears Endurance	1	35	+4 Con for 3 min	S	C	M

STUFF			DESCRIPTIVE STUFF
Gold 3	Platinum	Total GP	Tribal tattoos: dark black lines in groups of three across the back of her neck as well as wrists, elbows, shoulders, knees, ankles and hips. Family tradition from mother to protect half-breeds in a harsh world.
Silver 49	Copper 37	Value 8.27	
<u>Worn/Carried Items</u>		<u>Handy Haversack</u>	Walking stick: a double weapon, but only uses one end and only in emergencies. The other is tied with charms and trinkets as reminders of various people and adventures.
2 daggers	Flint & Steel	Harrow deck	Mule pendant necklace: a gift from Dwyn
Dominant Shortbow	MW Fiddle, Flute, & Drum	Artisan & festival outfits	Laughing Bell: a small magical trinket from Dorrac
Quiver w/ 20 arrows	Mess kit	Lyre, flute, & fiddle	Goat knife: magical retractible knife with carved rabbit handle. As a weapon: 1d3 dam (MW blade); no enhancement bonus. Gift fm Oshar.
MW Quarterstaff/walking stick	Mirror	3 flasks: whisky, rum, empty	Music Box: given as a gift to Oshar. It plays "Leaving Kollat Again", a song they sang with Oshar's family the night they met.
Travelers outfit	Nonsense Journal	Hourglass	Fairie Cloak: Identical to Wings of Flying, but the filmy, gossamer, green-and-blue cloak becomes giant dragonfly wings.
Laughing Bell	10 pieces of chalk	50' silk rope	Bracers of the Glib Entertainer +5 to all Perform checks and once per day may use Glibness
Mule pendant necklace	Lamp w/ flash of oil	20 silver arrows w/ quiver	Bardic Memory Journal: +5 to Knowledge checks for Arcana, History, Local, Nature, Planes, Religion. Usable only by bards. Requires at least 15 minutes of journal maintenance daily, otherwise it ceases to function until a bard puts in 15 minutes of daily maintenance for 3 days.
Goat knife	Magnifying glass	20 cold iron arrows w/ quiver	The Tallaks: Oshar (17), Dothan's girlfriend. Her father Kolf, a local of Kellid descent. Her mother Nimmis, Shoanti and a cousin of Sheriff Hemlock and Garridan. Siblings: Ommisa (F 15), Killif (F 11), Idru (M 8), Beji (M 7), Molly the donkey - was Dothan's, but now retired to the Tallak farm.
Silver locket w/ Nymph's hair	Ironbriar's Journal	100 arrows	Cure for Illian: Misgivings mold/Lost beauty's tears/Ethillion
	2 water skins	2 blankets + bedroll	Mad Monkeys: Monkey swarm covers 4 squares. AC 15, HP 22, 1/2 dam from weapons, spd 30, climb 20. Distraction-fort DC 14 or deafened & nauseated 1 min. 2d6 damage to anyone in their space at the end of the swarm's move. Monkeys attempt one disarm or steal per round CMB +17. CMD 27 to recover stolen item.
	5 days rations	Bardic Memory Journal	Wall of Sound: translucent 20ft high wall up to 240ft long or ring of radius 30ft. Durations: concentration+12rnd. Bursts with discordant noise when touched by object or creature, deals 2d4 sonic within 10ft. Touching or passing through deals 2d6+12 sonic. Deflects arrows, bolts, loose debris, and Small flying creatures.
<u>Belt Pouch</u>	Cold weather outfit		Sihedron Ring: +3 AC;+3 on all saves; constant endure elements; change the appearance of their clothing and armor to any other
Small change		Chime of Opening (5 charges)	Dominant: +2 morale bonus on saves vs. transmutation magic.
2 everburning candles			-2 to Diplomacy checks, as a nagging empathic feel from the weapon causes you to become more domineering in personality. It functions as a bane weapon against transmuters and creatures with the shapechanger subtype. It can absorb up to three harmful transmutation effects on you each day.
Ink, pen, & journal			
	Elixir of the Peaks		
	1 Scroll of Raise Dead		
	7K gp of diamond dust		
	Head Hat of Disguise		
	Headband Headband of Alluring Cha +4		
	Eyes Goggles of Night	Boots of Striding and Springing	
	Neck Amulet of Natural Armor +2	Ring of Protection +1	
	Shoulders Fairie Cloak	Ring of Protection +2	
	Chest		
	Body		
	Armor Mithril Shirt +2		
	Belt Belt of Mighty Constitution +2		
	Wrists Bracers of the Glib Entertainer		
	Hands		
	Left Ring Sihedron Ring		
	Right Ring		
	Feet Boots of the Winterlands		