

Name: Omri - Tiefling Fighter 1/Bard 5
Level: 6 **XP:** 16200 / 21000
Languages: Orc, Draconic, Infernal, Goblin, Common
Init: +3
HP: 31 / 31

Ability	Mod	Score	Notes
Str	+2	14	
Dex	+3	16	+2 Racial
Con	+0	11	
Int	+3	16	+2 Racial
Wis	-1	9	-2 Racial
Cha	+2	14	

Defense

Fort	Ref	Will	AC	T/FF	CMD
+3	+7	+3	16	13/13	19

Fire resist 5; Cold resist 5
+4 to all saves vs Bardic Performance, Sonic, and Language-Dependent.

Offense

BAB	+4	Melee Hit	+6	Melee Dmg	+0
CMB	+6	Ranged Hit	+7	Ranged Dmg	+0

Ranged within 30 ft: +1 to hit and damage
Swift: +2 to damage for 1 round

Masterwork Longbow [x3; 100 ft]
Ranged: +8 or +6/+6 **Damage** 1d8+2

Masterwork Composite Shortbow [x3; 70 ft]
Ranged: +8 or +6/+6 **Damage** 1d6+2

Masterwork Longsword [19/x2]
Melee: +7 **Damage** 1d8+2

Masterwork Ritual Obsidian Dagger [18/x2; 10 ft]
Melee: +7 **Damage** 1d4+2
Ranged: +8 or +6/+6

Masterwork Dagger [19/x2; 10 ft]
Melee: +7 **Damage** 1d4+2
Ranged: +8 or +6/+6

Spells / Spell-Like Abilities

Bardic Performance 14 / rnd per day; std action to start
⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗
Countersong: Allies save again vs sound-based effect; May use your perform
Distraction: Allies save again vs vision-based effect; May use your perform
Fascinate: Targets in 90 ft are fascinated (Will DC 14 negates)
Inspire Courage: Allies get +2 hit, damage, and saves vs charm, fear
Inspire Resilience: Grant DR 1/- to all who hear.
Combine Songs: 1 / day, start a second song during a first.

Bard Spell Level 0 (at will; DC 13)
Detect Magic: Detects spells and magic items within 60 ft.
Dancing Lights: Creates torches or other lights.
Mage Hand: 5-pound telekinesis.
Mending: Makes minor repairs on an object.
Summon Instrument: Summons one musical instrument.
Read Magic: Read scrolls and spellbooks.

Bard Spell Level 1 (5 per day; DC 13)
⊗ ⊗ ⊗ ⊗ ⊗
Saving Finale: Subject rerolls failed saving throw.
Cure Light Wounds: Cures 1d8+5 damage.
Grease: Makes 10-ft. square or one object slippery.
Identify: Gives +10 bonus to identify magic items.

Bard Spell Level 2 (3 per day; DC 13)
⊗ ⊗ ⊗
Locate Object: Senses direction toward object (specific or type) within 600 ft.
Heroism: +2 morale to hit, saves, and skills for 50 min.
Gallant Inspiration: Immediate: +2d4 comp. retroactively to hit or skill.

Skill	Bonus	Ranks	Class	Abil	Notes
Appraise	+7	1	3	3	
Bluff	+4	0	0	2	+2 Racial
Climb	+7	2	3	2	
Craft[Bowyer]	+10	2	3	3	+2 Equipment
Craft[Carpentry]	+9	1	3	3	+2 Equipment
Diplomacy	+11	0	0	2	Can use Perform[Oratory] instead
Knowledge[Arcana]	+10	2	3	3	+2 Bard
Knowledge[Dungeoneering]	+5	0	0	3	+2 Bard
Knowledge[Engineering]	+5	0	0	3	+2 Bard
Knowledge[Geography]	+9	1	3	3	+2 Bard
Knowledge[History]	+10	2	3	3	+2 Bard
Knowledge[Local]	+5	0	0	3	+2 Bard
Knowledge[Nature]	+11	3	3	3	+2 Bard
Knowledge[Nobility]	+5	0	0	3	+2 Bard
Knowledge[Religion]	+5	0	0	3	+2 Bard
Linguistics	+10	4	3	3	
Perception	+8	6	3	-1	
Perform[Oratory]	+11	6	3	2	
Perform[Percussion]	+13	6	3	2	+2 Equipment
Sense Motive	+11	0	0	-1	Can use Perform[Oratory] instead
Sleight Of Hand	+8	2	3	3	
Spellcraft	+12	6	3	3	
Stealth	+12	5	3	2	+2 Racial
Use Magic Device	+11	6	3	2	

Gear

(59.0 lb carried; Limits: 58 lb / 116 lb / 175 lb)

Item	Weight	Location	Notes
Masterwork Studded Leather	20.0	Armor	
Masterwork Longbow	3.0	Carried	
Masterwork Composite Shortbow	2.0	Carried	Self Crafted
Masterwork Longsword	4.0	Carried	
Masterwork Ritual Obsidian Dagger	1.0	Carried	Fragile
2 Masterwork Daggers	2.0	Carried	One Hidden (DC 19)
20 Arrows	2.0	Carried	⊙ ⊙
Traveler's Outfit	5.0	Carried	Very Elegant
Ebony Fly	0.0	Carried	⊗ ⊙ ⊙ ⊙; 3/week: as pegasus for 12 hr; 'Maureen'
2 Cure Light Wounds Potion (CL 1)	0.0	Carried	⊙ ⊙; Cures 1d8+1 damage.
3 Antitoxins	0.0	Carried	⊙ ⊙ ⊙; +5 alch. bonus on Fort vs Poison for 1 hr
Flask of Alch. Fire	0.0	Carried	⊙ ⊙ ⊙
Feather Token: Tree	0.0	Carried	⊙
Dust of Tracelessness	0.0	Carried	⊙
Potion of Jumping	0.0	Carried	⊙; 8 ranks of Acrobatics
Backpack	2.0	Carried	(12 lb carried)
Masterwork 14" Gong	1.0	Backpack	
Waterskin	4.0	Backpack	⊙ ⊙ ⊙ ⊙
Rations	1.0	Backpack	⊙
Replacement Bowstring	0.0	Backpack	
22 gp, 5 sp	0.0	Backpack	
Rope of Climbing	6.0	Backpack	'Steve'
Ancient Silver Coin	0.0	Backpack	
24 Pearls	0.0	Backpack	24 / 24
Waterskin	4.0	Carried	⊙ ⊙ ⊙ ⊙
Spell Component Pouch	2.0	Carried	
Mule	0.0	Carried	(200 lb carried); 22 hp, 230/460/690 carry
Pack Saddle	5.0	Mule	(7 lb carried)
50 ft Silk Rope	5.0	Pack Saddle	
20 Arrows	2.0	Pack Saddle	⊙ ⊙
Cart	200.0	Mule	(270 lb carried); 2.5x carrying capacity if pulled
10 Waterskins	40.0	Cart	40 / 40 lb fluid; Party: 20/day
50 Rations	50.0	Cart	50 / 50 day; Party: 4/day
9 Daggers	9.0	Cart	
Masterwork Bowyer Tools	1.0	Cart	
Masterwork Carpentry Tools	1.0	Cart	
5 Climber's Kits	25.0	Cart	
2 Water Barrels	144.0	Cart	84 / 84 lb fluid

Feats / Class Abilities

Fiendish Resistance Fire resist 5; Cold resist 5
Prehensile Tail Retrieve small stowed objects as a swift action
Bardic Knowledge Use knowledge skills untrained; +1 research
Bardic Performance 14 / rnd per day; std action to start
Point Blank Shot +1 to hit and damage on ranged attacks within 30 ft
Versatile Performance Use perform in place of various skills
Precise Shot No penalty for shooting into melee
Rapid Shot Take a -2 penalty to hit for an extra ranged attack
Arcane Strike Use a swift action to give your weapons a +2 to damage
Combine Songs 1 times per day, start a second performance without losing the first.