

## Corky Wigglesburn

### Player: Skills

#### Male Elf Bard 1, Qadira faction - CR 1/2

Chaotic Neutral Humanoid (Elf); Deity: **Desna**; Age: **124**;  
Height: **5' 11"**; Weight: **120lb.**; Eyes: **Blu**; Hair: **Bln**; Skin:  
**Med**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>13</b>	<b>+1</b>	
<b>DEX</b> DEXTERITY	<b>18</b>	<b>+4</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>8</b>	<b>-1</b>	
<b>CHA</b> CHARISMA	<b>14</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+0</b>	=					
	Elven Immunities: +2 vs. enchantments						
<b>REFLEX</b> (DEXTERITY)	<b>+6</b>	=	<b>+2</b>	<b>+4</b>			
	Elven Immunities: +2 vs. enchantments						
<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+2</b>	<b>-1</b>			
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
<b>AC</b> <b>16</b>	=	<b>+2</b>		<b>+4</b>					
<b>Touch AC</b> <b>14</b>		<b>Flat-Footed AC</b> <b>12</b>							
		BAB	Strength	Size	Misc				
<b>CM Bonus</b> <b>+1</b>	=	<b>-</b>	<b>+1</b>	<b>-</b>	<b>-</b>				
		BAB	Strength	Dexterity	Size				
<b>CM Defense</b> <b>15</b>	=	<b>10</b>	<b>-</b>	<b>+1</b>	<b>+4</b>	<b>-</b>			
<b>Base Attack</b>		<b>+0</b>							
<b>HP</b>		<b>8</b>							
<b>Initiative</b>		<b>+4</b>							
<b>Speed</b>		<b>30 ft</b>							

### Dagger

Main hand: **+1, 1d4+1**

Crit: 19-20/x2

Ranged: **+4, 1d4+1**

Rng: 10'  
Light, P/S

### Longbow

Ranged, both hands: **+4, 1d8**

Crit: x3  
Rng: 100'  
2-hand, P

### Rapier

Main hand: **+1, 1d6+1**

Crit: 18-20/x2

Both hands: **+1, 1d6+1**

1-hand, P

## Character Number: 121835 - 1



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+4</b>	DEX (4)	-	
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+6</b>	CHA (2)	1	
<b>Climb</b>	<b>+1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+6</b>	CHA (2)	1	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>+4</b>	DEX (4)	-	
<b>Fly</b>	<b>+4</b>	DEX (4)	-	
<b>Heal</b>	<b>-1</b>	WIS (-1)	-	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (arcana)</b>	<b>+7</b>	INT (2)	1	
<b>Knowledge (religion)</b>	<b>+7</b>	INT (2)	1	
<b>Perception</b>	<b>+5</b>	WIS (-1)	1	
<b>Perform (oratory)</b>	<b>+6</b>	CHA (2)	1	
<b>Perform (string)</b>	<b>+6</b>	CHA (2)	1	
<b>Ride</b>	<b>+4</b>	DEX (4)	-	
<b>Sense Motive</b>	<b>-1</b>	WIS (-1)	-	
<b>Spellcraft</b>	<b>+6</b>	INT (2)	1	
Elven Magic: +2 to determine the properties of a magic item				
<b>Stealth</b>	<b>+4</b>	DEX (4)	-	
<b>Survival</b>	<b>-1</b>	WIS (-1)	-	
<b>Swim</b>	<b>+1</b>	STR (1)	-	
<b>Use Magic Device</b>	<b>+6</b>	CHA (2)	1	

## Feats

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Bard Weapon Proficiencies

You are proficient with the Longsword, Rapier, Sap, Shortsword, Shortbow and Whip.

### Elven Weapon Proficiencies

You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).

### Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Traits

### Anatomist

+1 to confirm critical hits.

### Dervish

+1 dodge bonus to AC vs. Attacks of Opportunity when moving into or out of threatened areas

## Leather armor

**+2**

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light

## Gear

### Total Weight Carried: 46/150lbs, Light Load

### (Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Arrows x60	0.15 lbs
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Candle x3	-
Chalk x3	-
Dagger	1 lb
Entertainer's outfit (Free)	-
Fishhook x3	-
Flint and steel	-
Leather armor	15 lbs
Longbow	3 lbs
Marked cards	1 lb
Musical instrument: Ukulele	3 lbs
Rapier	2 lbs
Sack (empty)	0.5 lbs
Sewing needle	-
Signal whistle	-
Soap	0.5 lbs
Sunrod x3	1 lb
Twine (50')	0.5 lbs

## Special Abilities

### Bardic Knowledge +1 (Ex)

A bard adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

### Bardic Performance (standard action) (6 rounds/day)

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard

## Experience & Wealth

Experience Points: 0/3

Current Cash: 27 GP, 3 SP, 6 CP

Qadira: Fame: 0, PP: 0

## Special Abilities

### Bardic Performance: Countersong (Su)

At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components.) Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any

### Bardic Performance: Distraction (Su)

At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard

### Bardic Performance: Fascinate (1 targets) (DC 12) (Su)

At 1st level a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him.

### Bardic Performance: Inspire Courage +1 (Su)

A 1st level bard can use his performance 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 perceive the bard's

### Elven Magic

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

## Tracked Resources

Arrows

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Bardic Performance (standard action) (6 rounds/day)

Dagger

Sunrod

## Languages

Common

Orc

Elven

Sylvan

## Spells & Powers

**Bard spells known** (CL 1st; concentration +3)

**Melee Touch +1 Ranged Touch +4**

**1st (2/day)**—cure light wounds, vanish

**0th (at will)**—ghost sound (DC 12), mage hand, mending, read magic