

Midshipman Yathar Durothil

NPC



Brd1/Ftr1		Elf, Sun		Chaotic Good		Sehanine Moonbow (Faerun)	
CLASS		RACE		ALIGNMENT		DEITY	
2	Medium	41	Male	5' 1"	115 lbs.	Hazel	Black
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR
1000	3000	2000					

Current XP XP for Next Level XP Remaining In Game XP Gained

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES												
STR	15	+2			HP POINTS 15	1d6 + 1d10		SPEED MOVE	30											
DEX	18	+4			AC ARMOR 18	14	14	14	= 10	+ 4	+ 0	+ 4	+ 0	+ 0	+ 0		10	0	+6	
CON	14	+2																		
INT	20	+5			FORTITUDE CON	4	= 2	+ 2	+ 0	+ 0	+ 0	+ 0								
WIS	11	+0			REFLEX DEX	6	= 2	+ 4	+ 0	+ 0	+ 0	+ 0								
CHA	18	+4			WILL WIS	2	= 2	+ 0	+ 0	+ 0	+ 0	+ 0								

BASE ATTACK	+1	
INITIATIVE MODIFIER	4 = 4 + 0	
TOTAL	DEX MOD	MISC

GRAPPLE ATTACK BONUS	+3	= 1	+ 2	+ 0	+ 0	+ 0
MELEE ATTACK BONUS	+3	= 1	+ 2	+ 0	+ 0	+ 0
RANGED ATTACK BONUS	+5	= 1	+ 4	+ 0	+ 0	+ 0
TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	

SKILLS	MAX RANKS 5/2.5				
	NAME (KEY ABILITY)	TOT	RNK	ABL	MISC
♦Appraise (Int)	5	=		+	5
♦Balance (Dex)*	11	=	5	+	4 + 2
♦Bluff (Cha)	4	=		+	4
♦Climb (Str)*	7	=	5	+	2
♦Computer Use (Int)	5	=		+	5
♦Concentration (Con)	7	=	5	+	2
♦Control Shape (Wis)	0	=		+	0
♦Diplomacy (Cha)	9	=	5	+	4
♦Disguise (Cha)	4	=		+	4
♦Drive (Dex)	4	=		+	4
♦Escape Artist (Dex)*	4	=		+	4
♦Forgery (Int)	5	=		+	5
♦Gather Information (Cha)	4	=		+	4
♦Heal (Wis)	0	=		+	0
♦Hide (Dex)*	4	=		+	4
♦Intimidate (Cha)	4	=		+	4
♦Jump (Str)*	9	=	5	+	2 + 2
♦Listen (Wis)	6	=	4	+	0 + 2
♦Literacy ()	0	=		+	0
♦Move Silently (Dex)*	4	=		+	4
♦Perform-Act (Cha)	4	=		+	4
♦Perform-Comedy (Cha)	4	=		+	4
♦Perform-Dance (Cha)	9	=	5	+	4
♦Perform-Keyboard Instruments (Cha)	4	=		+	4
♦Perform-Oratory (Cha)	4	=		+	4
♦Perform-Percussion (Cha)	4	=		+	4
♦Perform-Sexual Techniques (Cha)	4	=		+	4
♦Perform-Sexual Techniques (Cha)	4	=		+	4
♦Perform-Sing (Cha)	9	=	5	+	4
♦Perform-Storytelling (Cha)	4	=		+	4
♦Perform-String Instruments (Cha)	4	=		+	4
♦Perform-Weapon Drill (Cha)	4	=		+	4
♦Perform-Wind Instruments (Cha)	4	=		+	4
♦Pilot-helm (Dex)	4	=		+	4
♦Profession-Spacehand (Wis)	5	=	5	+	0
♦Ride (Dex)	4	=		+	4
♦Search (Int)	7	=		+	5 + 2
♦Sense Motive (Wis)	0	=		+	0
♦Spot (Wis)	2	=		+	0 + 2
♦Survival (Wis)	0	=		+	0
♦Swim (Str)*	4	=	2	+	2
♦Tumble (Dex)*	11	=	5	+	4 + 2
♦Use Rope (Dex)	4	=		+	4

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
♦ Longsword, Masterwork (M/S)	5	1d8+2	19-20/x2	4
♦ — Main hand (Primary) ♦ — Off hand (Secondary) ♦ ₂ — Two-handed				

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
Mithral Chain shirt (M/L)	+4	+6	0	10%	30 ft	13

♦ can be used untrained * armor check penalty ** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
◆ Mithral Chain shirt	1,100 s	1	(12½)
☒ Coin: gp (35)	35 s	1	(0.7)
⚔ Longsword, Masterwork	315 s	1	(4)

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS

CARRIED WEIGHT	1-66	67-133	134-200	200	400	1000
0.0 lbs	LIGHT	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG

◆ Armor ✦ Gem|Art ☒ Goods ⌚ Potion ○ Ring ⚓ Rod
 ⚔ Scroll ✦ Shield ⚔ Staff 🪄 Wand ⚔ Weapon ★ Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	Proficient	Proficient	Proficient	—	Proficient

Dodge — Receive a +1 dodge bonus to AC against attacks from one opponent. (PH93).
Tower Shield Proficiency — You are proficient with Tower Shields.
Weapon Focus: Longsword — You add +1 attack bonus with a chosen weapon. (PH102).

CLASS FEATURES

BARD
 Bardic Knowledge (1+Int.Mod) – Bardic Music Uses: 1/day – Bardic Music: Countersong – Bardic Music: Fascinate – Bardic Music: Inspire Courage (+1) – Spells

FIGHTER
 Bonus Feat – Proficiency: Armor, Heavy – Proficiency: Armor, Light – Proficiency: Armor, Medium – Proficiency: Martial Weapons: All – Proficiency: Shields – Proficiency: Simple Weapons: All – Proficiency: Tower Shield

SPECIAL QUALITIES
 +2 Saves vs. Enchantment Spells and Effects
 Immunity: Sleep Effects (Ex)
 Low-light Vision (Ex)

LANGUAGES

Auran, Common, Elven, Gnome, Goblin, Halfling, Sylvan

COINS	NEW COINS GAINED IN PLAY
	0 cp
	0 sp
	35 gp
	0 pp
	0 np
	0 ep
	0 cop
	0 mp
	0 CTB
	0 NTB
	0 STB
	0 ETB
	0 GTB
	0 COTB
	0 PTB
	0 Cr.
	0 bp
	0 ip
	0 stl
	0 tp
	0 ap
	0 BTB
	0 ITB
	0 StTB
	0 TTB
	0 ATB

Total gp
 35 gp equivalent
 (approximate)

BARD SPELLS

LEVELS	0	1	2	3	4	5	6	7	8	9
Known:	4	—	—	—	—	—	—	—	—	—
Per Day:	2	—	—	—	—	—	—	—	—	—

0 LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE
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Mending	V,S	14	Yes (Harmless, Object)	1 Action	10 ft.	Instantaneous	Will Negates (Harmless, Object)
School of Transmutation / <i>Makes minor repairs on an object (PH253).</i>							
Message	V,S,F	14	No	1 Action	100 ft.+ 10 ft./level	10 minutes/level	None
School of Transmutation / <i>Whispered conversation at distance (PH253).</i>							
Prestidigitation	V,S	14	No	1 Action	10 ft.	1 Hour	Special; See Text
School of Universal / <i>Performs minor tricks (PH264).</i>							
Songbird	V,S	14	No	1 Round	Personal	1 day/level (D) or until discharged	None
School of Transmutation / <i>Perform and gain +1 on your next Cha check.(MagFR120)</i>							