Character Name			Player Name				Classes	
Jeysie			Liz Calkins				Bard	3
Gender	**Age**	**Height**	**Weight**	**Race**	**XP Total/Next Lvl**			
Female	22 years	5 ft 2 in	115 lbs	Human	5,750	**6,000**		
Hair	**Eyes**	**Size**	**Deity**		**Alignment**			
Brown	Brown	Medium	None		Chaotic Neutral		**Level**	**3**

Abilities			Temp Ability	
Ability	**Score**	**Mod**	**Score**	**Mod**
STR	12	**1**		**0**
DEX	15	**2**		**0**
CON	12	**1**		**0**
INT	14	**2**		**0**
WIS	13	**1**		**0**
CHA	17	**3**		**0**

Statistics

	TOTAL	Base	Armor	Shield	Dex	Size	Nature	Deflect
AC	**17**	10	5	0	2	0		

	Base	Walk	Run
Speed	30 ft	**20 ft**	**80 ft**

Touch AC	Flat-Foot AC
12	**15**

	TOTAL	Base	Ability	Magic	Misc	Temp
Fort (CON)	**2**	1	1			
Reflex (DEX)	**5**	3	2			
Will (WIS)	**4**	3	1			

	TOTAL	Attack	Ability	Size	Misc
Grapple (STR)	**3**	2	1	0	

Hit Dice				
6	6	4		
CON Bonus	3	**TOTAL**	**19**	

Wounds/Current HP	Non-Lethal

Spell Resist

Base Attack Bonus		
Base	**Misc**	**Penalty**
2		

	Main	Second	Third	Fourth	Fifth
Melee	**3**	0	0	0	
Missile	**4**	0	0	0	

	TOTAL	Ability	Misc
Initiative	**2**	2	

Dmg Reduct

Weapons

Name	Attack Roll	Damage Roll	Crit	Range	Weapon Type	Weight	Damage Type	Property/Size
Quarterstaff	1d20+3	1d6+1	X2		Simple	9.0	Bludgeoning	M, 1-Handed
Sling	1d20+4	1d4+1	X2	50 ft	Simple	0.0	Bludgeoning	M, Ranged
MM Rock	N/A	1d4+1	N/A	100 ft	Evocation	0.5	Force	13 Charges
								"Happy Birthday"

Armor

Name	AC Bonus	Max Dex	Penal	Speed	Type	Weight	Spell Failure	Properties
Chain Shirt	5	4	-2	30 ft	Light	25.0	N/A	Enchanted +1

Shield

Name	AC Bonus	Max Dex	Penal	Weight	Spell Failure	Properties

Skills	Max Ranks Class/CC:			6.0	3.0	
Skill Name	TOTAL	Ability	Rank	Mod	Misc	ACP?
Appraise (UT)	**2.0**	INT		2		
Balance (UT)	**-1.0**	DEX		2		Yes
Bluff (UT)	**10.0**	CHA	5.0	3	2.0	
Climb (UT)	**-2.0**	STR		1		Yes
Concentration (UT)	**1.0**	CON		1		
Craft () (UT)	**2.0**	INT		2		
Craft () (UT)	**2.0**	INT		2		
Craft () (UT)	**2.0**	INT		2		
Craft () (UT)	**2.0**	INT		2		
Craft () (UT)	**2.0**	INT		2		
Decipher Script	**2.0**	INT		2		
Diplomacy (UT)	**11.0**	CHA	4.0	3	4.0	
Disable Device	**2.0**	INT		2		
Disguise (UT)	**7.0**	CHA	4.0	3		
Escape Artist (UT)	**-1.0**	DEX		2		Yes
Forgery (UT)	**2.0**	INT		2		
Gather Info (UT)	**11.0**	CHA	4.0	3	4.0	
Handle Animal	**3.0**	CHA		3		
Heal (UT)	**1.0**	WIS		1		
Hide (UT)	**3.0**	DEX	4.0	2		Yes
Intimidate (UT)	**7.0**	CHA		3	4.0	
Jump (UT)	**-2.0**	STR		1		Yes
Know (Arcana)	**2.0**	INT		2		
Know (Arc. & Eng.)	**2.0**	INT		2		
Know (Dungeon)	**2.0**	INT		2		
Knowledge (Geo.)	**2.0**	INT		2		
Know (History)	**7.0**	INT	5.0	2		
Knowledge (Local)	**8.0**	INT	6.0	2		
Know (Nature)	**2.0**	INT		2		
Know (Nob. & Roy.)	**2.0**	INT		2		
Know (Religion)	**2.0**	INT		2		
Know (Planes)	**2.0**	INT		2		
Listen (UT)	**6.0**	WIS	5.0	1		
Move Silently (UT)	**-1.0**	DEX		2		Yes
Open Lock	**2.0**	DEX		2		
Perf. (Sing) (UT)	**9.0**	CHA	6.0	3		
Perf. () (UT)	**3.0**	CHA		3		
Perf. () (UT)	**3.0**	CHA		3		
Prof. ()	**1.0**	WIS		1		
Prof. ()	**1.0**	WIS		1		
Prof. ()	**1.0**	WIS		1		
Ride (UT)	**2.0**	DEX		2		
Search (UT)	**4.0**	INT		2	2.0	
Sense Motive (UT)	**8.0**	WIS	5.0	1	2.0	
Sleight of Hand	**2.0**	DEX	1.0	2	2.0	Yes
Spellcraft	**5.0**	INT	3.0	2		
Spot (UT)	**4.0**	WIS	3.0	1		
Survival (UT)	**1.0**	WIS		1		
Swim (UT)	**-5.0**	STR		1		Double
Tumble	**-1.0**	DEX		2		Yes
Use Magic Device	**3.0**	CHA		3		
Use Rope (UT)	**2.0**	DEX		2		

Spell Chart

Spellcaster Class: Bard

DC	Level	Per Day	Bonus	Total	Used
13	0	3		**3**	
14	1	1	1	**2**	
15	2			**0**	
16	3			**0**	
17	4			**0**	
18	5			**0**	
19	6			**0**	
20	7			**0**	
21	8			**0**	
22	9			**0**	

Spell List

Level 0	Level 1
Detect Magic	Cure Light Wounds
Flare	Sleep
Light	Tasha's Hideous Laug
Lullaby	
Message	
Read Magic	
Level 2	**Level 3**
Level 4	**Level 5**
Level 6	**Level 7**
Level 8	**Level 9**

Miscellaneous Gear Worn			
Item Name	**Location**	**Qty**	**Weight**
Entertainer's outfit	Body	1.0	4.0
Spell component pouch	Pocket	1.0	2.0
Weight of Weapons, Armor, & Gear Worn:			**40.5 lbs**

Inventory Not Worn			
Item Name	**Location**	**Qty**	**Weight**
Backpack	Back	1.0	2.0
Bedroll	Back	1.0	5.0
Bread	Backpack	1.0	0.5
Chalk	Backpack	1.0	0.0
Flask	Backpack	1.0	1.5
Flint and steel	Backpack	1.0	0.0
Immovable rod	Backpack	1.0	1.0
Ink (1 oz. vial)	Backpack	1.0	0.0
Inkpen	Backpack	1.0	0.0
Scroll Case	Backpack	1.0	0.5
Sheets of paper	Backpack	10.0	0.0
Sling Bullets	Backpack	10.0	0.5
Small steel mirror	Backpack	1.0	0.5
Soap (per lb)	Backpack	1.0	1.0
Torch	Backpack	1.0	1.0
Trail rations	Backpack	5.0	1.0
Waterskin	Backpack	1.0	4.0
Total Weight of Gear Not Worn:			**27.0 lbs**
Current Weight:			**67.5 lbs**

Load-Based Statistics (all weight in lbs)					
Light (zero to)	**Med** (light to)	**Heavy** (med to)	**Overhead** (Max Load)	**Off Ground** (Max Load X2)	**Push** (MLX5)
43	86	130	130	260	650
Wear Pack?	**Load**	**Max Dex**	**Penal**	**Speed**	**Run**
Yes	**Med**	3	-3	20 ft	80 ft

Funds		Other Wealth
Platinum	**97**	
Gold	**6**	
Silver	**2**	
Copper	**3**	

Class Features	
Bardic Know:	7
Bard Music/day:	3
Countersong	
Fascinate	
Inspire competence	
Inspire courage +1	

Languages
Common
Dwarven
Elven
Orc

Feats	Racial Traits
Armor Prof. (light)	+1 feat first level
Investigator	+4 skill points first lvl
Negotiator	1 extra skill pt/lvl
Persuasive	Favored class: Any
Shield Proficiency	
Simple Weapon Prof.	

Appearance & Marks
Pretty.
High-pitched voice.
Short hair.
Girly clothing.

Mannerisms
High-Strung.
Obsessed with her looks.
Likes being clean.
Craves flattery and attention.
Cowardly. "Bends the Truth".

Places Lived in and Visited

Phobias
Getting dirty.
Creepy-crawlies.

Friends
Sweet on Vizz, a. k. a. "Orc Bunny".

Enemies
Likes tormenting Ascii.
Somewhat jealous of Corinne.

Notes

Biography

Jeysie is a short, slim woman with short brown hair, light skin, and brown eyes. She often wears a gaudy gypsy dancer-style outfit. She has the "gift" of gab and guile, and uses her looks and bard talent to charm her way into (and sometimes out of) any given situation. She is always on the lookout for chances to discover (and sing/tell) new stories, and is not above "embellishing" the truth a bit (or a lot). She is decently smart/knowledgeable, but will hide the fact if it will gain her an advantage.

Her reliance on her charm to get by means she prefers to avoid direct confrontation. When diplomacy fails she will attempt to dive for the nearest cover, on the thought that being close enough to hit an enemy directly would mean the enemy is close enough to hit her. She will offer shouts/songs/spells/distractions/etc. from her corner to aid. others, and may toss a rock or two, but will avoid direct combat as much as possible unless given no choice. She's not a pacifist, just preoccupied with keeping herself intact.

Jeysie hails from an unremarkable and boring village. When she was younger a handsome, older bard happened b the village. Sensing that he could use her charms to his advantage in his performances, he wooed Jeysie with his tales of exciting adventures and talked her into leaving with him. She leaped at the chance to avoid her otherwise inevitable dull fate of being a village boy's housewife. The bard taught her his musical knowledge, and she fell in love with performing, especially all the attention it garnered her.

Eventually the bard chanced to perform for some wealthy nobles, who were taken enough by him and Jeysie to offer them jobs as permanent entertainers for them and their guests. The bard, grown weary of wandering over the years, accepted the offer. Jeysie reveled in the luxury for a time, but eventually realized that she had spent a fair deal of time thus far singing the same old stories over and over, and had never had any real excitement of her own. She also found that the noble boys were just as keen on trying to turn her into a house-bound wife as the village boys were. So she stole away and set off to chart her own journey.

Jeysie is always searching for new tales to sing, whether experienced herself or heard from others. She craves excitement, fame, and general attention and fawning. She hopes someday to have the chance to hear about or - preferably - witness a truly heroic quest (or at least a really entertaining one). Thus far, however, she has been stymied by a general lack of people doing heroic things, and by her early-on discovery that combat isn't her thing. Still, if she senses she's stumbled upon something that will make her a fabulously famous bard, she will follow eagerly. Fortunately for her she seems to have discovered such a thing, in the form of news of a magical symphony. Unfortunately for her the current group of heroes searching for the symphony doesn't seem to be exactly what she had in mind. Oh well, there's always a market for burlesque comedy, right?