

## Natalya

### Female drow bard 5 - CR 4

Chaotic Good Humanoid (Elf); Deity: **Calistria**; Age: **124**;  
Height: **5' 11"**; Weight: **121lb.**; Eyes: **Blue**; Hair: **White**;  
Skin: **Black**

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>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>20</b>	<b>+5</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	=	<b>+1</b>	<b>+1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Wasp Whisperer</b> : +1 trait bonus vs. poison, <b>Elven Immunities</b> : +2 vs. enchantments, <b>Well Versed</b> : +4 bonus vs. bardic performance, sonic, and language-dependant effects							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>REFLEX</b> (DEXTERITY)	<b>+8</b>	=	<b>+4</b>	<b>+4</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Elven Immunities</b> : +2 vs. enchantments, <b>Well Versed</b> : +4 bonus vs. bardic performance, sonic, and language-dependant effects							

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>WILL</b> (WISDOM)	<b>+5</b>	=	<b>+4</b>	<b>+1</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Elven Immunities</b> : +2 vs. enchantments, <b>Well Versed</b> : +4 bonus vs. bardic performance, sonic, and language-dependant effects							

<b>Drow Immunities - Sleep</b>	<b>Spell Resistance (11)</b>
<b>Elven Immunities</b>	

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>20</b>	=	<b>+5</b>	<b>+1</b>	<b>+4</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>Touch AC</b>	<b>14</b>	<b>Flat-Footed AC</b>	<b>16</b>		
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	<b>+4</b>	=	<b>+3</b>	<b>+1</b>	<input type="text"/>	<input type="text"/>
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<b>CM Defense</b>	<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+1</b>	<b>+4</b>	<input type="text"/>
			BAB	Strength	Dexterity	Size	

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>56</b>
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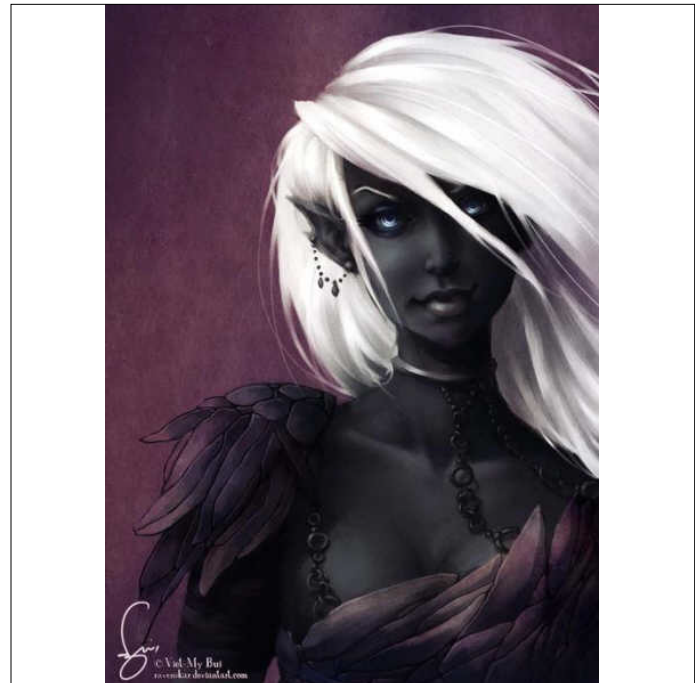
<b>Initiative</b>	<b>+10</b>	Damage / Current HP
<b>Speed</b>	<b>30 ft</b>	

<b>Arrows</b>	Crit: x2 Ammo, P
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<b>Dagger</b>	Crit: 19-20/x2 Rng: 10' Light, P/S
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Main hand: **+7, 1d4+1**

Ranged: **+7, 1d4+1**



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+7</b>	DEX (4)	1	
<b>Appraise</b>	<b>+6</b>	INT (2)	1	
<b>Bluff</b>	<b>+10</b>	CHA (5)	2	
<b>Climb</b>	<b>+4</b>	STR (1)	1	
<b>Diplomacy</b>	<b>+13</b>	CHA (5)	-	
<b>Disguise</b>	<b>+9</b>	CHA (5)	1	
<b>Escape Artist</b>	<b>+7</b>	DEX (4)	1	
<b>Fly</b>	<b>+3</b>	DEX (4)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+9</b>	CHA (5)	1	
<b>Knowledge (arcana)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (dungeoneering)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (engineering)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (geography)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (history)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (local)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (nature)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (nobility)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (planes)</b>	<b>+8</b>	INT (2)	1	
<b>Knowledge (religion)</b>	<b>+8</b>	INT (2)	1	
<b>Linguistics</b>	<b>+7</b>	INT (2)	2	
<b>Perception</b>	<b>+11</b>	WIS (1)	5	
<b>Perform (act)</b>	<b>+9</b>	CHA (5)	1	
<b>Perform (comedy)</b>	<b>+9</b>	CHA (5)	1	
<b>Perform (dance)</b>	<b>+9</b>	CHA (5)	1	
<b>Perform (oratory)</b>	<b>+13</b>	CHA (5)	5	
<b>Perform (sing)</b>	<b>+9</b>	CHA (5)	1	

Skills				
Skill Name	Total	Ability	Ranks	Temp
U Ride	+3	DEX (4)	-	
Sense Motive	+13	WIS (1)	-	
U Sleight of Hand	+7	DEX (4)	1	
Spellcraft	+9	INT (2)	4	
U Stealth	+7	DEX (4)	1	
Survival	+1	WIS (1)	-	
U Swim	+0	STR (1)	-	
Use Magic Device	+13	CHA (5)	5	

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.
Improved Initiative	You get a +4 bonus on initiative checks.
Lingering Performance	Bardic Performances last 2 rds after you stop concentrating.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency - All	Proficient with all simple weapons.
Weapon Finesse	Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Traits	
Reactionary	+2 Initiative
Wasp Whisperer	You gain a +1 trait bonus on Fortitude saving throws against poison. You may make Diplomacy checks (or wild empathy checks if you are a druid or ranger) to improve a Hostile or Unfriendly insectile vermin's attitude toward Indifferent.

Masterwork composite shortbow	
Ranged, both hands: +8, 1d6+1	Crit: x3 Rng: 70' 2-hand, P

Silversheen rapier	
Main hand: +8, 1d6+1	Crit: 18-20/x2
Both hands: +8, 1d6+1	1-hand, P

+1 chain shirt	
+5	Max Dex: +4, Armor Check: -1 Spell Fail: 20%, Light

Masterwork buckler	
+1	Max Dex: -, Armor Check: - Spell Fail: 5%, Shield

Gear	
Total Weight Carried: 43.5/150lbs, Light Load (Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)	
+1 chain shirt	25 lbs

Experience & Wealth	
Experience Points:	15000/23000
Current Cash:	40 gp

Gear	
Total Weight Carried: 43.5/150lbs, Light Load (Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)	
Antitoxin	-
Arrows x20	0.15 lbs
Dagger	1 lb
Grappling arrow	0.5 lbs
Masterwork buckler	5 lbs
Masterwork composite shortbow	2 lbs
Silk rope	5 lbs
Silversheen rapier	2 lbs
Smoked goggles	-
Traveller's outfit (Free)	-
Wand of cure light wounds	-

Special Abilities	
Bardic Knowledge +2 (Ex)	A bard or skald adds 1/2 his class level (minimum 1) on all Knowledge skill checks, and may make all Knowledge skill checks untrained.
Bardic Performance (standard action, 17 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
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 (2 targets, DC 17) (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 Competence +2 (Su)	A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as
Bardic Performance: Inspire Courage +2 (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
Darkvision (120 feet)	You can see in the dark (black and white vision only).
Light Blindness (Ex)	Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the <i>daylight</i> spell. Such creatures are dazzled as long as they remain in areas of bright light.
Lore Master (1/day) (Ex)	A 5th level bard or 7th level skald becomes a master of many different types of lore, and can choose to take 10 on any Knowledge skill check that he has ranks in. Once per day, the character can take 20 on any Knowledge skill
Low-Light Vision	See twice as far as a human in low light, distinguishing color and detail.
Poison Use (Ex)	You do not risk poisoning yourself accidentally while poisoning a weapon.
Versatile Performance (Oratory) +13 (Ex)	You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

## Special Abilities

### Well Versed (Ex)

At 2nd level, the bard or skald becomes resistant to sonic effects. The character gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

## Spell-Like Abilities

Dancing Lights (1/day)

Darkness (1/day)

Faerie Fire (1/day)

## Tracked Resources

Antitoxin

Arrows

Bardic Performance (standard action, 17 rounds/day)

Dagger

Lore Master (1/day) (Ex)

Wand of cure light wounds

## Languages

Abyssal                      Drow Sign Language  
Aklo                              Elven  
Common                      Undercommon

## Spells & Powers

**Bard spells known** (CL 5th; concentration +10)

**Melee Touch +7    Ranged Touch +7**

**2nd (3/day)**—*mirror image*, *silence* (DC 17), *suggestion* (DC 17)

**1st (6/day)**—*alarm*, *grease*, *silent image* (DC 16), *vanish*<sup>APG</sup> (DC 16)

**0th (at will)**—*detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *prestidigitation*, *read magic*