"Magic" Mikael

Player: Justin

Male ghoul bard 3 (Ghoul +2) - CL5 - CR 3 Chaotic Evil Undead; Deity: Lamashtu; Height: 6'; Weight: 200lb.; Eves: Milky; Hair: Filthy; Skin: Corpse

Ability	Score	Modifier	Temporary		
STR STRENGTH	16	+3			
DEX	14	+2			
CON CONSTITUTION	-	+3			
INT INTELLIGENCE	13	+1			
WISDOM	13	+1			
CHA CHARISMA	16	+3			
Saving Throw	Total Base	Ability Resist Mis	c Temp Notes		
FORTITUDE (CONSTITUTION)		+3 s. bardic performance, nic, Channel Resista			
(DEXTERITY)	+5 = +3	+2			
		s. bardic performance, nic, Channel Resistar			
WILL (WISDOM)	+7 = +6	+1			
Well Versed : +4 vs. bardic performance, language- dependent, and sonic, Channel Resistance: +2 bonus vs. channeled energy					
Immunity to A	Ability Drain	Immunity to Non	lethal Damage		
Immunity	to Bleeds	Immunity to	Paralysis		
Immunity to D	to Bleeds Death Effects	Immunity to Immunity to Physica	Paralysis al Ability Damage		
Immunity to D Immunity to D Immunity t	to Bleeds Death Effects o Disease	Immunity to Immunity to Physica Immunity t	Paralysis al Ability Damage o Poison		
Immunity to D Immunity to D Immunity to Immunity to E	to Bleeds Death Effects O Disease Energy Drain	Immunity to Immunity to Physics Immunity t Immunity	Paralysis al Ability Damage o Poison to Sleep		
Immunity to D Immunity to D Immunity to Immunity to E Immunity to	to Bleeds Death Effects o Disease Energy Drain Exhausted	Immunity to Immunity to Physica Immunity t Immunity Immunity to	Paralysis al Ability Damage o Poison to Sleep Stunning		
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Immunity to D Immunity to D Immunity to E Immunity to Immunity to Immunity t	to Bleeds Death Effects To Disease Energy Drain Exhausted To Fatigue Affecting effects	Immunity to Immunity to Physics Immunity to Immunity Immunity to Undead	Paralysis al Ability Damage o Poison to Sleep Stunning		
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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	3	
Appraise	+1	INT (1)	-	
Bluff	+7	CHA (3)	1	
^U Climb	+8	STR (3)	2	
Diplomacy	+7	CHA (3)	1	
Disguise	+8	CHA (3)	2	
Escape Artist	+6	DEX (2)	1	
⁹ Fly	+10	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+7	CHA (3)	1	
Perception	+6	WIS (1)	2	
Perform (dance)	+10	CHA (3)	4	
^U Ride	+3	DEX (2)	1	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+7	DEX (2)	2	
Spellcraft	+7	INT (1)	3	
^U Stealth	+7	DEX (2)	2	
Survival	+4	WIS (1)	3	
^U Swim	+5	STR (3)	2	
Use Magic Device	+10	CHA (3)	4	
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Feats

Armor Proficiency (Light) Bard Weapon Proficiencies Dodge Shield Proficiency Simple Weapon Proficiency - All Spell Focus (Enchantment) Weapon Finesse

Special Abilities

Bardic Knowledge +1 (Ex) Bardic Performance (standard action, 11 rounds/day) Bardic Performance: Countersong (Su) Bardic Performance: Distraction (Su) Bardic Performance: Fascinate (1 targets, DC 14) (Su) Bardic Performance: Inspire Competence +2 (Su) Bardic Performance: Inspire Courage +1 (Su) Channel Resistance +2 Darkvision (60 feet) Disease (DC 14) (Su) Paralysis (1d4+1elves are immune, DC 14, DC 14)

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Claw x2 (Ghoul)

Main hand: +6, 1d6+3

Crit: x2 Light, B/S

Experience & Wealth

Current Cash: You have no money!

Gear

Total Weight Carried: 0/230 lbs, Light Load (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs) Monev

Special Abilities

Versatile Performance (Dance) +10 (Ex) Well Versed (Ex)

Tracked Resources

Bardic Performance (standard action, 11 rounds/day)	
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Languages

Common

Halfling

Spells & Powers

Bard spells known (CL 3rd; concentration +6) Melee Touch +6 Ranged Touch +5

1st (4/day)—charm person (DC 15), lesser confusion (DC 15), grease, unnatural lust^{UM} (DC 15) **0th (at will)**—dancing lights, daze (DC 14), ghost sound (DC 13), haunted fey aspect^{UC}, spark^{APG} (DC 13), unwitting ally^{APG} (DC 14)

Background

A former dancer from the Shackles. Realized that stripping and being a "comfort man" for a naval vessal made more gold pieces than male stripping in a pirate port. Uses (or rather, used) the magic he learned for the stage in combat.

He retains most of his intellect due to power of the Carrion Hill Ghoul Fever. Most likely caught it from one of his former "patrons".

MORALE: Stays in the back. Attempts to induce Unnatural Lust or use Charm Person. Attempts to use Grease on weapons.