

"Magic" Mikael

Player: Justin

Male ghoulish bard 3 (Ghoul +2) - CL5 - CR 3

Chaotic Evil Undead; Deity: **Lamashtu**; Height: **6'**; Weight: **200lb.**; Eyes: **Milky**; Hair: **Filthy**; Skin: **Corpse**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	-	+3	
INT INTELLIGENCE	13	+1	
WIS WISDOM	13	+1	
CHA CHARISMA	16	+3	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)

+4 = **+1** **+3**

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Channel Resistance**: +2 bonus vs. channeled energy

REFLEX (DEXTERITY)

+5 = **+3** **+2**

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Channel Resistance**: +2 bonus vs. channeled energy

WILL (WISDOM)

+7 = **+6** **+1**

Well Versed: +4 vs. bardic performance, language-dependent, and sonic, **Channel Resistance**: +2 bonus vs. channeled energy

Immunity to Ability Drain	Immunity to Nonlethal Damage
Immunity to Bleeds	Immunity to Paralysis
Immunity to Death Effects	Immunity to Physical Ability Damage
Immunity to Disease	Immunity to Poison
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

Total AC **15** = Armor Shield Dex Size Natur Deflec Dodge Misc

Touch AC **13** Flat-Footed AC **12**

CM Bonus **+6** = BAB Strength Size Misc

CM Defense **19** = 10 BAB Strength Dexterity Size

Base Attack **+3** HP **48**

Initiative **+2** Damage / Current HP

Speed **30 ft**

Bite (Ghoul)

Main hand: **+6, 1d6+3 plus disease**

Crit: **x2**
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	3	
Appraise	+1	INT (1)	-	
Bluff	+7	CHA (3)	1	
Climb	+8	STR (3)	2	
Diplomacy	+7	CHA (3)	1	
Disguise	+8	CHA (3)	2	
Escape Artist	+6	DEX (2)	1	
Fly	+10	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+7	CHA (3)	1	
Perception	+6	WIS (1)	2	
Perform (dance)	+10	CHA (3)	4	
Ride	+3	DEX (2)	1	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+7	DEX (2)	2	
Spellcraft	+7	INT (1)	3	
Stealth	+7	DEX (2)	2	
Survival	+4	WIS (1)	3	
Swim	+5	STR (3)	2	
Use Magic Device	+10	CHA (3)	4	

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)

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)

Money -

Special Abilities

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

Tracked Resources

Bardic Performance (standard action, 11 rounds/day)

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 vessel 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.