

Conchobhar Turlach Shortstone



Male gnome bard 2 - CR 1

True Neutral Humanoid (Gnome); Deity: **Pharasma**; Age: **54**; Height: **3' 3"**; Weight: **40 lb.**; Eyes: **Blue**; Hair: **Black**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	13	+1	
WIS WISDOM	10	0	
CHA CHARISMA	17	+3	



Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE (CONSTITUTION)	+0	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Illusion Resistance: +2 vs. illusions, Well Versed: +4 vs. bardic performance, language-dependent, and sonic								
REFLEX (DEXTERITY)	+5	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Illusion Resistance: +2 vs. illusions, Well Versed: +4 vs. bardic performance, language-dependent, and sonic								
WILL (WISDOM)	+3	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Illusion Resistance: +2 vs. illusions, Well Versed: +4 vs. bardic performance, language-dependent, and sonic								

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Touch AC **13** **Flat-Footed AC** **11**

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus +0	=	<input type="text"/>	<input type="text"/>	<input type="text"/>

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense 12	=	<input type="text"/>	<input type="text"/>	<input type="text"/>

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+1	HP	15
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+2
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Speed	20 / 15 ft
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Sword cane

Main hand: **+2, 1d4**

Crit: **x2**

Both hands: **+2, 1d4**

1-hand, P

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Damage / Current HP

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Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (2)	2	
Speed greater/less than 30 ft.: -8 to jump				
Appraise	+5	INT (1)	1	
Bluff	+8	CHA (3)	-	
Climb	+2	STR (0)	2	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	-1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (3)	-	
Perception	+7	WIS (0)	2	
Perform (sing)	+8	CHA (3)	2	
Profession (gambler)	+7	WIS (0)	2	
Ride	-1	DEX (2)	-	
Sense Motive	+8	WIS (0)	-	
Sleight of Hand	+4	DEX (2)	2	
Stealth	+7	DEX (2)	1	
Survival	+0	WIS (0)	-	
Swim	-3	STR (0)	-	

Feats

- Armor Proficiency (Light)
- Bard Weapon Proficiencies
- Martial Weapon Proficiency (Sword cane)
- Shield Proficiency
- Simple Weapon Proficiency - All

Special Abilities

- Bardic Knowledge +1 (Ex)
- Bardic Performance (standard action, 9 rounds/day)
- Bardic Performance: Countersong (Su)
- Bardic Performance: Distraction (Su)
- Bardic Performance: Fascinate (1 targets, DC 14) (Su)
- Bardic Performance: Inspire Courage +1 (Su)
- Defensive Training +4
- Hatred +1
- Illusion Resistance
- Low-Light Vision
- Versatile Performance (Singing) +8 (Ex)
- Well Versed (Ex)

Spell-Like Abilities

- Dancing Lights (1/day)
- Ghost Sound (1/day)

Gear

Total Weight Carried: 33/75 lbs, Medium Load
(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)

Artisan's outfit (Free)	-
Black silk gloves	-
Bottle of musky perfume "Sex Panther"	-
Elixir of love	-
Fake eye patch	-
Foppish clothing	-
Money	30.84 lbs
Oil of animate rope	-
Outrageously foppish purple hat	-
Sword cane	2 lbs
Wand of mirror image	-
Wood Quiver	-
Yellow silk handkerchief	-

Experience & Wealth

Experience Points: **2650/3300**
Current Cash: **1,542 gp**

Spell-Like Abilities

Prestidigitation (1/day)	<input type="checkbox"/>
Speak with Animals (1/day)	<input type="checkbox"/>

Tracked Resources

Bardic Performance (standard action, 9 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Elixir of love	<input type="checkbox"/>
Oil of animate rope	<input type="checkbox"/>
Wand of mirror image	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnome
Dwarven	Sylvan

Spells & Powers

Bard spells known (CL 2nd; concentration +5)

Melee Touch +2 Ranged Touch +4

1st (3/day)—*cause fear* (DC 14), *cure light wounds*, *hideous laughter* (DC 14)

0th (at will)—*daze* (DC 13), *flare* (DC 13), *know direction*, *light*, *summon instrument*

Sourcebooks Used

- **Advanced Player's Guide / Ultimate Equipment** -
Sword cane (weapon)