

# Wandalove Windsailor

Eftychia

Brd4 Half-Elf Chaotic Good Corellon Larethian (Faerun)

CLASS RACE ALIGNMENT DEITY

4 Medium 25 Female 5' 8" 134 lbs. Black Light brown

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

7,200 10,000 2,800

Current XP XP for Next Level XP Remaining In Game XP Gained



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED									
STR	7	-2			HP 26				4d6	30									
DEX	15	+2			AC 12	10	12	= 10 + 0 + 0 + 2 + 0 + 0 + 0											
CON	12	+1			TOTAL	FLAT FOOTED	TOUCH AC	BASE	ARMOR BONUS	SHIELD BONUS	DEX BONUS	SIZE BONUS	NATURAL ARMOR	MISC BONUS	MISS CHANCE	SPELL FAILURE %	ARMOR CHECK	MAX DEX	SPELL RESIST.
INT	12	+1			INITIATIVE														
WIS	10	+0			+2 = 2 + 0														
CHA	18	+4			TOTAL	DEX MOD	MISC MOD												

**BASE ATTACK BONUS**  
**+3**

	TOTAL	BASE ATTACK BONUS	ABILITY MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
MELEE ATTACK BONUS	+1 = 3	-2	0	0		
RANGED ATTACK BONUS	+5 = 3	2	0	0		
Grapple MODIFIER	+1 = 3	-2	0	0		

## SKILLS

Max Ranks **7/ 3.5**

### SKILL NAME

- Appraise
- Balance\*
- Bluff
- Climb\*
- Concentration
- Control Shape
- Craft ( )
- Craft (Cartography)
- Decipher Script
- Diplomacy
- Disguise
- Escape Artist\*
- Forgery
- Gather Information
- Heal
- Hide\*
- Intimidate
- Jump\*
- Knowledge (History)
- Knowledge (Local - Half-Elf)
- Knowledge (Nature)
- Listen
- Literacy
- Move Silently\*
- Open Lock
- Perform (Act)
- Perform (Comedy)
- Perform (Dance)
- Perform (Keyboard Instruments)
- Perform (Oratory)
- Perform (Percussion)
- Perform (Sing)
- Perform (String Instruments)
- Perform (Weapon Drill)
- Perform (Wind Instruments)
- Profession (Cook)
- Ride
- Search
- Sense Motive
- Sleight of Hand\*
- Speak Language
- Spot
- Survival
- Swim\*
- Tumble\*
- Use Magic Device
- Use Psionic Device
- Use Rope

### KEY

ABILITY	TOTAL	RANKS	ABILITY MOD	MISC MOD
Int	1	=	+	1
Dex	2	=	+	2
Cha	4	=	+	4
Str	0	=	+	-2
Con	3	=	+	1
Wis	0	=	+	0
Int	-1	=	+	-2
Int	6	=	+	1
Int	5	=	+	1
Cha	6	=	+	2
Cha	4	=	+	4
Dex	4	=	+	2
Int	1	=	+	1
Cha	6	=	+	2
Wis	0	=	+	0
Dex	5	=	+	3
Cha	4	=	+	4
Str	0	=	+	-2
Int	3	=	+	1
Int	2	=	+	1
Int	2	=	+	1
Wis	6	=	+	3
Wis	0	=	+	0
Dex	2	=	+	2
Dex	1	=	+	-2
Cha	4	=	+	4
Cha	4	=	+	4
Cha	5	=	+	4
Cha	4	=	+	4
Cha	4	=	+	4
Cha	4	=	+	4
Cha	4	=	+	4
Cha	4	=	+	4
Cha	7	=	+	3
Wis	2	=	+	0
Dex	2	=	+	2
Int	2	=	+	1
Wis	0	=	+	0
Dex	3	=	+	1
Dex	1	=	+	0
Wis	4	=	+	1
Wis	2	=	+	0
Str	0	=	+	-2
Dex	3	=	+	1
Cha	5	=	+	1
Cha	5	=	+	1
Dex	2	=	+	2

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Dagger	+1	1d4-2	19-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	1 lb.	Piercing/Slashing	Medium	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Blowgun, Greater	+5		x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	4 lbs.	Piercing	Medium	
10 - 19 ft.				
20 - 29 ft.				
30 - 39 ft.				
40 - 49 ft.				
	+3	+1	-1	-3

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Longsword	+1	1d8-2	19-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	4 lbs.	Slashing	Medium	

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Unarmed strike	+1	1d3-2	x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
-	0 lbs.	Bludgeoning	Medium	

Skills marked with ■ can be used untrained.  
 \* armor check penalty, if any, applies.  
 \*\* Double armor penalty

**EQUIPMENT**

ITEM	QTY	COST (ea.)	WT. (lbs)	ITEM	QTY	COST (ea.)	WT. (lbs)
Alchemist`s fire	1	20 gp	(1.00)	Dress, Peasant	1	5 sp	(3.00)
Backpack	1	2 gp	(2.00)	Flint and steel	1	1 gp	(0.00)
Bag of Holding, type I	1	2500 gp	15.00	Ink (vial)	1	8 gp	(0.00)
Bedroll	1	1 sp	(5.00)	Inkpen	1	1 sp	(0.00)
Blowgun, Greater	1	15 gp	4.00	Longsword	1	15 gp	4.00
Caltrops	1	1 gp	(2.00)	Scroll of Major Image (7)	1	525 gp	(0.00)
Candle	1	1 cp	(0.00)	Music Box	1	35 gp	(0.00)
Case, map or scroll	1	1 gp	(0.50)	Musical instrument	1	5 gp	(3.00)
Coin: cp (18)	1	18 cp	(0.36)	Oil of Taggit (2)	1	180 gp	0.00
Coin: gp (85)	1	85 gp	(1.70)	Rations, trail (per day) (4)	1	20 sp	(4.00)
Coin: pp (30)	1	30 pp	(0.60)	Rope, silk (50 ft.)	1	10 gp	(5.00)
Coin: sp (94)	1	94 sp	(1.88)	Spell component pouch	1	5 gp	(2.00)
Dagger	1	2 gp	(1.00)	Tent, One-Person	1	5 gp	(10.00)
Dart, blowgun (10)	2	1 sp	(1.00)	Waterskin (full)	1	1 gp	(4.00)

1 - 23 lbs. <b>LIGHT LOAD</b>	24 - 46 lbs. <b>MEDIUM LOAD</b>	47 - 70 lbs. <b>HEAVY LOAD</b>	TOTAL WEIGHT CARRIED	23.00 lbs.
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**MONEY**

<b>CP</b> - 18	<b>SP</b> - 94	<b>GP</b> - 85	<b>PP</b> - 30
<b>Misc</b> -			

**LANGUAGES**

Dwarven, Elven, Common, Draconic
<b>Bardic Music</b>
<b>Effects:</b> Inspire Courage (+1) ~ Fascinate ~ Countersong ~ Inspire Competence ~
<b>Uses/day:</b> , 1, 1, 1, 1

**FEATS**

Dodge
Simple Weapon Proficiency
Shield Proficiency
Alertness
Exotic Weapon Proficiency: Blowgun, Greater
Armor Proficiency: light

**SPECIAL ABILITIES**

<b>Half-Elf Racial Features</b>
Elven Blood
<b>Special Qualities</b>
+2 Saves vs. Spells and Spell-like Effects
Immunity: Sleep Effects (Ex)
Low-light Vision (Ex)
<b>Bard Class Features</b>
Bardic Knowledge (+5)
Bardic Music Uses: 4/day
Bardic Music: Countersong
Bardic Music: Fascinate
Bardic Music: Inspire Competence
Bardic Music: Inspire Courage (+1)
Proficiency: Armor, Light
Proficiency: Shields
Proficiency: Simple Weapons: All
Spells

**Wandalove Windsailor's Bard Spells**

<b>Level:</b>	0	1	2	3	4	5	6	7	8	9
<b>Known:</b>	6	3	2	--	--	--	--	--	--	--
<b>Per Day:</b>	3	3	1	--	--	--	--	--	--	--

PREP SPELL NAME DC SAVE CAST TIME DURATION RANGE

**0 LEVEL**

<b>Detect Magic</b>	14	None	1 Action	Concentration, up to 1 minute/level (D)	60 ft.
<i>Spell Resistance:</i> No	<i>Components:</i> V, S		<i>School:</i> Divination		
<i>Desc:</i> Detects spells and magic items within 60 ft (PH219)					

<b>Ghost Sound</b>	14	Will Disbelief (if interacted with)	1 Action	1 round/level (D)	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, M		<i>School:</i> Illusion	
<i>Desc:</i> Allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place (PH235)					
<b>Light</b>	14	None	1 Action	10 minutes/level (D)	Touch
<i>Spell Resistance:</i> No		<i>Components:</i> V, M/DF		<i>School:</i> Evocation	
<i>Desc:</i> Object shines like a torch (PH248).					
<b>Message</b>	14	None	1 Action	10 minutes/level	Medium (100 ft.+10 ft./level)
<i>Spell Resistance:</i> No		<i>Components:</i> V, S, F		<i>School:</i> Transmutation	
<i>Desc:</i> Whispered conversation at distance (PH253).					
<b>Read Magic</b>	14		1 Action	10 minutes/level	Personal
<i>Spell Resistance:</i> -		<i>Components:</i> V, S, F		<i>School:</i> Divination	
<i>Desc:</i> Read scrolls and spellbooks (PH269).					
<b>Songbird</b>	14	None	1 Round(s)	1 day/level (D) or until discharged	Personal
<i>Spell Resistance:</i> No		<i>Components:</i> V, S		<i>School:</i> Transmutation	
<i>Desc:</i> Perform and gain +1 on your next Cha check.(MagFR120)					
<b>1st LEVEL</b>					
<b>Charm Person</b>	15	Will Negates	1 Action	1 hour/level	Close (25 ft.+5 ft./2 levels)
<i>Spell Resistance:</i> Yes		<i>Components:</i> V, S		<i>School:</i> Enchantment	
<i>Desc:</i> This charm makes a humanoid creature regard you as its trusted friend and ally (PH209).					
<b>Comprehend Languages</b>	15	None	1 Action	10 minutes/level	Personal
<i>Spell Resistance:</i> -		<i>Components:</i> V, S, M/DF		<i>School:</i> Divination	
<i>Desc:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages (PH212)					
<b>Cure Light Wounds</b>	15	Will Half	1 Action	Instantaneous	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S		<i>School:</i> Conjuration	
<i>Desc:</i> Cures 1d8+1/level damage [max +5] (PH215)					
<b>2nd LEVEL</b>					
<b>Crescendo</b>	16	None	1 Action	4 rounds	30 ft.
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S		<i>School:</i> Evocation	
<i>Desc:</i> Grants increasing bonus on attack rolls (S&S90).					
<b>Cure Moderate Wounds</b>	16	Will Half	1 Action	Instantaneous	Touch
<i>Spell Resistance:</i> Yes (harmless)		<i>Components:</i> V, S		<i>School:</i> Conjuration	
<i>Desc:</i> Cures 2d8+1/level damage [max +10] (PH216)					

**Quick Reference Notes**

Statue of god Corellon Larethian:  
+2 on perform checks

**Sources loaded for the creation of Wandalove Windsailor:**

Players Handbook v35e  
 Dungeon Masters Guide v35e  
 Monster Manual v35e  
 Core eTools Data  
 CMP Bonus Data  
 User-Created Material  
 Frostburn  
 Sandstorm  
 Serpent Kingdoms  
 Shining South  
 Sons of Gruumsh  
 Monster Manual III  
 Races of Stone  
 Complete Adventurer  
 Book of Exalted Deeds  
 Complete Arcane  
 Complete Divine  
 Complete Warrior

Draconomicon  
Expanded Psionics Handbook  
Heroes of Battle  
Libris Mortis  
Lords of Madness  
Planar Handbook  
Races of Destiny  
Monsters of Faerun v35e  
Monster Manual II v35e  
Fiend Folio v35e  
Magic of Faerun v35e  
Manual of the Planes v35e  
Enemies and Allies v35e  
Oriental Adventures v35e  
Deep Horizon v35e  
Lords of Darkness v35e  
Song and Silence v35e  
Lord of the Iron Fortress v35e  
Masters of the Wild v35e  
Bastion of Broken Souls v35e  
Deities & Demigods v35e  
Faiths and Pantheons v35e  
Stronghold Builder's Guide v35e  
Book of Challenges v35e  
Silver Marches v35e  
City of the Spider Queen v35e  
Book of Vile Darkness v35e  
Savage Species v35e  
Arms & Equipment Guide v35e  
Races of Faerun v35e  
Unapproachable East v35e  
Ghostwalk Campaign Setting v35e  
Underdark v35e  
Fane of the Drow  
Hellspike Prison  
Heroes of Horror  
Dungeon Masters Guide II  
Spell Compendium  
Unearthed Arcana  
Races of the Wild  
Into the Dragons Lair v35e  
Sunless Citadel v35e  
Forge of Fury v35e  
Living Greyhawk Gazetteer v35e  
Pool of Radiance v35e  
Hero Builder's Guidebook v35e  
Speaker in Dreams v35e  
Sword and Fist v35e  
Standing Stone v35e  
Defenders of the Faith v35e  
Return to the Temple of Elemental Evil v35e  
Tome and Blood v35e  
Heart of Nightfang Spire v35e  
Forgotten Realms Campaign Setting v35e  
Epic Level Handbook  
Psionics Handbook v35e  
City of Splendors: Waterdeep