

# Phlox Tacticus

Male Desert Gnomes Bard 5

Chaotic Good

Representing Doug

Strength	6 (-2)	Size:	Small
Dexterity	18 (+4)	Height:	3' 7"
Constitution	15 (+2)	Weight:	45 lb
Intelligence	15 (+2)	Skin:	Tan
Wisdom	10 (+0)	Eyes:	Light Brown
Charisma	18 (+4)	Hair:	Black; Curly; Light Beard

Total Hit Points: 29

Speed: 20 feet

Armor Class: 19 = 10 +4 [chain shirt] +4 [dexterity] +1 [small]

Touch AC: 15

Flat-footed: 15

Initiative modifier: +4 = +4 [dexterity]  
 Fortitude save: +3 = 1 [base] +2 [constitution]  
 Reflex save: +8 = 4 [base] +4 [dexterity]  
 Will save: +4 = 4 [base]  
 Attack (handheld): +2 = 3 [base] -2 [strength] +1 [small]  
 Weapon Finesse: +8 = 3 [base] +4 [dexterity] +1 [small]  
 Attack (unarmed): +2 = 3 [base] -2 [strength] +1 [small]  
 Attack (missile): +8 = 3 [base] +4 [dexterity] +1 [small]  
 Grapple check: -3 = 3 [base] -2 [strength] -4 [small]

Light load: 15 lb. or less

Medium load: 16-45 lb.

Heavy load: 46-68 lb.

Lift over head: 68 lb.

Lift off ground: 135 lb.

Push or drag: 338 lb.

Languages: Common Elven Gnome Goblin

Dagger [1d3, crit 19-20/x2, range inc 10 ft., 1/2 lb., light, piercing]

Light Crossbow [1d6, crit 19-20/x2, range inc 80 ft., 2 lb, piercing]]

Rapier [1d4, crit 18-20/x2, 1 lb., one-handed, piercing]

Chain shirt [light; +4 AC; max dex +4; check penalty -2; 12.5 lb.]

Feats:

Combat Casting  
Weapon Finesse

Traits:

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Appraise	Int	2 =	+2		
Balance	Dex*	4 =	+4		
Bluff	Cha	14 =	+4	+8	+2 [desert gnome]
Climb	Str*	-2 =	-2		
Concentration	Con	10 =	+2	+8	
Craft_1	Int	2 =	+2		
Craft_2	Int	2 =	+2		
Craft_3	Int	2 =	+2		
Diplomacy	Cha	18 =	+4	+8	+2 [desert gnome] +2 [bluff] +2 [sense motive]
Disguise	Cha	4 =	+4		
Escape Artist	Dex*	4 =	+4		
Forgery	Int	2 =	+2		
Gather Information	Cha	4 =	+4		
Heal	Wis	0 =	+0		
Hide	Dex*	8 =	+4		+4 [small]
Intimidate	Cha	7 =	+4	+1	+2 [bluff]
Jump	Str*	-8 =	-2		-6 [speed 20]
Knowledge (arcana)	Int	10 =	+2	+8	
Listen	Wis	0 =	+0		
Move Silently	Dex*	4 =	+4		
Perform_1	Cha	12 =	+4	+8	
Perform_2	Cha	4 =	+4		
Perform_3	Cha	4 =	+4		
Perform_4	Cha	4 =	+4		
Perform_5	Cha	4 =	+4		

Ride	Dex	4 =	+4		
Search	Int	2 =	+2		
Sense Motive	Wis	10 =	+0	+8	+2 [desert gnome]
Sleight of Hand	Dex*	12 =	+4	+6	+2 [bluff]
Spellcraft	Int	12 =	+2	+8	+2 [Knowledge, arcane]
Spot	Wis	0 =	+0		
Survival	Wis	0 =	+0		
Swim	Str**	-2 =	-2		
Use Rope	Dex	4 =	+4		

\* = check penalty for wearing armor

Bluff >=5 ranks gives +2 on disguise checks to act in character.

Zero-level Bard spells: 3 per day

First-level Bard spells: 4 (3+1) per day

Second-level Bard spells: 2 (1+1) per day

Desert Gnome:

- +2 constitution / -2 strength (already included)
- Small (combat bonuses, +4 to hide already included)
- Low-light vision
- +2 racial bonus on saves vs. illusions
- +1 on DC of opponent's save vs. gnomish illusions

- +1 racial bonus to hit kobolds and goblinoids
- +4 dodge bonus on AC against giants
- +2 bonus on bluff, diplomacy & sense motive checks (already included)
- *Speak with burrowing animals* once per day
- 1/day *dancing lights, ghost sound, prestidigitation*
- +4 on saves vs. hot environments

## Bard:

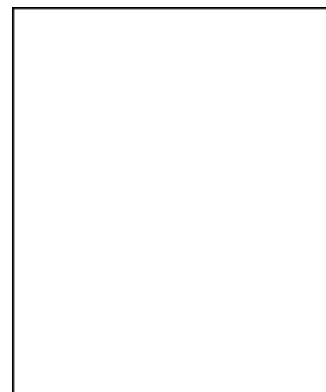
- Bardic Knowledge
- Bardic Music
- Can know only limited numbers of spells
- High charisma gains bonus spells daily

*Class HP rolled*

Level 1: Bard	6	
Level 2: Bard	3	
Level 3: Bard	3	
Level 4: Bard	5	+1 to dexterity
Level 5: Bard	2	



Draw Your Portrait



Draw Your Insignia

## Phlox Tacticus's Equipment:

16 lb Weapons / Armor / Shield (from above)

2 lb Crossbow bolts (quiver of 10) x2  
2 lb Backpack  
1 lb Bedroll  
    Chalk  
4 lb Grappling hook  
    Ink vial  
    Ink pen  
    Parchment sheets x3  
1 lb Rations (1 day) x4  
5 lb Rope (50', silk) x1  
1 lb Sacks x1  
1 lb Waterskins x1  
1 lb Musical instrument  
2 lb Spell component pouch

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36 lb Total

More about Phlox Tacticus: