

Character:	<input type="text" value="Éric Caire"/>	Player:	<input type="text" value="Éric Caire"/>
Classes:	<input type="text" value="Brd 10"/>	Level:	<input type="text" value="10"/>
Race:	<input type="text" value="Human"/>	Alignment:	<input type="text" value="Choatic Good"/>
Religion:	<input type="text" value="None"/>	Experience:	<input type="text" value="45000"/>
Hit Points:	<input type="text" value="52"/>	Base Attack Bonus:	<input type="text" value="7"/>
Strength:	<input type="text" value="14"/> <input type="text" value="2"/>	Fortitude:	<input type="text" value="3"/> + <input type="text" value="1"/> = <input type="text" value="4"/>
Dexterity:	<input type="text" value="17"/> <input type="text" value="3"/>	Reflex:	<input type="text" value="7"/> + <input type="text" value="3"/> = <input type="text" value="10"/>
Constitution:	<input type="text" value="13"/> <input type="text" value="1"/>	Will:	<input type="text" value="7"/> + <input type="text" value="-1"/> = <input type="text" value="6"/>
Intelligence:	<input type="text" value="7"/> <input type="text" value="-2"/>	Initiative:	<input type="text" value="3"/> + <input type="text" value=""/> = <input type="text" value="3"/>
Wisdom:	<input type="text" value="9"/> <input type="text" value="-1"/>	Melee:	<input type="text" value="7"/> + <input type="text" value="2"/> + <input type="text" value=""/> = <input type="text" value="9"/>
Charisma:	<input type="text" value="18"/> <input type="text" value="4"/>	Ranged:	<input type="text" value="7"/> + <input type="text" value="3"/> + <input type="text" value=""/> = <input type="text" value="10"/>
Money:	pp - <input type="text" value="490"/> gp - <input type="text" value="44100"/> sp - <input type="text" value="0"/>	Armor Class:	<input type="text" value="3"/> + 10 + <input type="text" value="0"/> = <input type="text" value="13"/>

Skills:

appraise 1 + -2 = -1
 bluff 11 + 4 = 15
 climb 1 + 2 = 3
 concentration 2 + 1 = 3
 decipher script 2 + -2 = 0
 diplomacy 10 + 4 = 14
 disguise 3 + 4 = 7
 escape artist 9 + 3 = 12
 forgery 4 + -2 = 2
 gather information 7 + 4 = 11
 intimidate 3 + 4 = 7
 knowledge geography 2 + -2 = 0
 knowledge history 3 + -2 = 1
 knowledge local 2 + -2 = 0
 perform 2 + 4 = 6
 speak language 1 +

Equipment:

use magic device 1 + 4 = 5

Feats/Specials:

armor proficiency light
deceitful
leadership
shield proficiency
simple weapon proficiency
Inspire greatness
Suggestion
Inspire competence
Bardic music, bardic knowledge
countersong, fascinate
inspire courage

Languages:

Common

Bard Spells

Dancing Lights -- 0
Daze -- 0
Flare -- 0
Ghost Sound -- 0
Message -- 0
Resistance -- 0
Charm Person -- 1
Comprehend Languages -- 1
Hypnotism -- 1
Undetectable Alignment -- 1
Daze Monster -- 2
Misdirection -- 2
Silence -- 2
Charm Monster -- 3
Confusion -- 3
Fear -- 3
Speak with Animals -- 3
Hallucinatory Terrain -- 4
Speak with Plants -- 4