

Captain Elreth "Grudge" Treeg

Male Human Bard 5, Ranger 4 - CL9 - CR 8

Neutral Evil Humanoid (Human); Deity: Calistria; Age: 51; Height: 5' 4"; Weight: 147lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	14/18	+2/+4	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+2				
REFLEX (DEXTERITY)	+12 =	+8	+4				
WILL (WISDOM)	+5 =	+5					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =	+4		+4			+1		

Touch AC 15 **Flat-Footed AC** 15

CM Bonus	Total	BAB	Strength	Size	Misc
+7 =	+7	0	-	-	

CM Defense	Total	BAB	Strength	Dexterity	Size
22 = 10	+7	0	+4*	-	

HP	Total	Damage / Current HP
81		

Base Attack	+9	Initiative	+4
		Speed	30 ft

+1 Cold Iron Rapier

Mainhand: **+15/+10, 1d6+5** Crit: 18-20/x2
 Both Hands: **+15/+10, 1d6+5** 1-Hand, P
 Main w/ Offhand: **+11/+6, 1d6+5**
 Main w/ Light Off.: **+13/+8, 1d6+5**
 Offhand: **+11, 1d6+5**

+1 Studded Leather

+4 Max Dex: +5, Armor Check: -
 Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+13	DEX (4)	6	
Appraise	+5	INT (1)	1	
Bluff	+10	CHA (3)	4	
Climb	+6	STR (0)	3	
Diplomacy	+14	CHA (3)	-	
Disguise	+8	CHA (3)	2	
Escape Artist	+9	DEX (4)	2	
Fly	+4	DEX (4)	-	
Heal	+4	WIS (0)	1	
Intimidate	+13	CHA (3)	7	
Knowledge: Arcana	+10	INT (1)	4	
Knowledge: Geography	+10	INT (1)	4	
Knowledge: Nature	+10	INT (1)	4	
Perception	+5	WIS (0)	2	
Perform: Oratory	+14	CHA (3)	8	
Profession: Sailor	+8	WIS (0)	5	
Ride	+4	DEX (4)	-	
Sense Motive	+14	WIS (0)	-	
Sleight of Hand	+8	DEX (4)	1	

Gear

**Total Weight Carried: 25/115lbs, Light Load
(Light: 38lbs, Medium: 76lbs, Heavy: 115lbs)**

+1 Cold Iron Rapier 2lbs
 +1 Studded Leather 20lbs
 Artisan's Outfit (Free) -
 Masterwork Whip 2lbs
 Ring of Protection, +1 -
 Spvglass 1lb

Masterwork Whip

Mainhand: Crit: 20/x2
+15/+10, 1d3+4 1-Hand, S, Disarm, Nonlethal, Trip
 Both Hands:
+15/+10, 1d3+4
 Main w/ Offhand:
+11/+6, 1d3+4
 Main w/ Light Off.:
+13/+8, 1d3+4
 Offhand: **+11,**
1d3+4

Unarmed Strike

Mainhand: **+13/+8, 1d3+4** Crit: 20/x2
 Main w/ Offhand: **+9/+4, 1d3+4** Light, B, Nonlethal
 Main w/ Light Off.: **+11/+6,**
1d3+4
 Offhand: **+11, 1d3+4**

Skills

Skill Name	Total	Ability	Ranks	Temp
Spellcraft	+10	INT (1)	6	
Stealth	+9	DEX (4)	2	
Survival	+5	WIS (0)	2	
Swim	+8	STR (0)	5	
Use Magic Device	+11	CHA (3)	5	

Feats, Traits & Flaws

Arcane Strike
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Bard Weapon Proficiencies
 Endurance
 Enforcer
 Exotic Weapon Proficiency: Whip
 Martial Weapon Proficiency - All
 Shield Proficiency
 Simple Weapon Proficiency - All
 Two-weapon Fighting
 Weapon Finesse
 Weapon Focus: Rapier
 Weapon Focus: Whip

Special Abilities

Animal Companion Link (Ex)
 Bardic Knowledge +2 (Ex)

Experience & Wealth

Current Cash: **54 GP, 2 CP**

Special Abilities

Bardic Performance (standard action) (15 rounds/day)
 Bardic Performance: Countersong (Su)
 Bardic Performance: Distraction (Su)
 Bardic Performance: Fascinate (DC 15) (Su)
 Bardic Performance: Inspire Competence +2 (Su)
 Bardic Performance: Inspire Courage +2 (Su)
 Enemies: Humanoids (Human) (+2 bonus) (Ex)
 Lore Master (1/day) (Ex)
 Share Spells with Companion (Ex)
 Terrains: Water (+2 bonus) (Ex)
 Track +2
 Versatile Oratory +14 (Ex)
 Well Versed (Ex)
 Wild Empathy +7 (Ex)

Tracked Resources

Bardic Performance (standard action) (15 rounds/day)

Lore Master (1/day) (Ex)

Languages

Common Elven

Spells & Powers

Bard Spell DC: 13 + spell level

CL: 5 (vs. SR: +5, Concentration: +8)
 Melee Touch +9 Ranged Touch +13
 Maximum Bard spells known / per day: **6/*x0; 4/5x1;**
3/3x2

Bard 0: Know Direction, Read Magic, Message, Light, Detect Magic, Mage Hand

Bard 1: Comprehend Languages, Hideous Laughter (DC 14), Animate Rope, Charm Person (DC 14)

Bard 2: Cat's Grace (DC 15), Glitterdust (DC 15), Mirror Image (DC 15)

Ranger Spell DC: 10 + spell level

CL: 1 (vs. SR: +1, Concentration: +1)
 Melee Touch +9 Ranged Touch +13
 Maximum Ranger spells per day:

Companions

Forked Tongue (Animal Companion), Male Monitor Lizard - CL2 - CR 2

STR **13** (+1), DEX **17** (+3), CON **12** (+1), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+6**, Reflex **+6**, Will **+1**

HP: 15/15; Init: +3; Speed: 30 feet
 Attack Bonus: +2; Armor Class: 15 / 14Tch / 12Fl

Fly **+5**, Perception **+5**, Stealth **+11**, Swim **+9**

Bite (Monitor Lizard) **+3, 1d4+1, 20/x2**
 Unarmed Strike **+3, 1d2+1, 20/x2**

Special: +4 Stealth in Undergrowth (Ex), Grab (Tiny) (Ex), Low-Light Vision, Scent (Ex), Swimming (30 feet)