

Grenville d'Tharashk - Human Dragonmarked Bard

STR	10	+0
CON	12	+1
DEX	16	+3
INT	13	+1
WIS	12	+1
CHA	17	+3

Class	Bard 3
Race	Human
Align	Chaotic Neutral
XP	3911
Speed	Walk 30ft
Carry	33lb light

Name	Total	Base	Armor	Shield	Ability	Misc
AC	15	10	+2		+3	
Reflex	+6	+3			+3	
Fortitude	+2	+1			+1	
Will	+4	+3			+1	
Init	+3	+0			+1	

Action Points	6
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Max HP	16
Current HP	

Feats: Favored in House, Least Dragonmark of Finding (*Find Object* 1/day), Urban Tracker

Special Abilities: Bardic music (3/day), Bardic knowledge +4, Countersong, *Fascinate*, Inspire Competence +2, Inspire Courage +1

Languages: Common, Orc

Skill	Total	Rank	Ability	Misc	Notes
Bluff (CHA)	+9	6	+3		
Decipher Script (INT)	+3	2	+1		
Diplomacy (CHA)	+11	6	+3		+2 synergy from Bluff
Gather Information (CHA)	+9	6	+3		
Hide (DEX)	+5	2	+3		
Knowledge (history) (INT)	+2	1	+1		
Knowledge (geography) (INT)	+2	1	+1		
Listen (WIS)	+1	0	+1		
Move Silently (DEX)	+5	2	+3		
Perform (wind inst) (CHA)	+11	6	+3		+2 masterwork flute
Search (INT)	+1	0	+1		
Sense Motive (WIS)	+6	5	+1		
Spellcraft (INT)	+6	5	+1		
Spot (WIS)	+1	0	+1		
Use Magic Device (CHA)	+9*	6	+3		*+2 synergy with scrolls

Spells per Day

Type	L0	L1	L2	L3	L4	L5	L6
Bard	3	2	-	-	-	-	-

Spells Known

Level 0: Detect Magic, Know Direction, Light, Prestidigitation, Read Magic, Message

Level 1: Cure Light Wounds, Expeditious Retreat, Friendly Face

Attacks

Weapon	Bonus	Base	Ability	Hand	Feat	Misc	Damage	Crit	Range
Longsword	+3	+2	+0			+1	1d8	19-20/x2	
Short Bow	+5	+2	+3				1d6	20/x3	60ft
Dagger	+2	+2	+0				1d4	19-20/x2	10ft

Money & Equipment

- Dagger (2 gp, 1 lb)
- Short Bow (30 gp, 2 lb)
- 20 arrows (OOOOO OOOOO OOOOO OOOOO) (1 gp, 3 lb)
- Masterwork Longsword (315 gp, 4 lb)
- Leather armor (10 gp, 15 lb, +2 armor, 10% arcane fail chance, armor check penalty 0)
- Masterwork flute (100 gp, 1 lb)
- Traveler's Outfit (1 gp, 5 lb)
- Elegant Clothing (30 gp, 6 lb)
- Stylish Broad-Brimmed Hat with Dyed Feather (10 gp, 0.25 lb)
- Silver Torc (30 gb)
- Silver Ring with Inset Moonstone (60 gp)
- Silver Ring with Inset Onyx (60 gp)
- Backpack (2 gp, 2 lb)
- Bedroll (1 sp, 5 lb)
- Flint and steel (1 gp)
- 10 Candles (1 cp)
- 5 sheets Parchment (2 sp)
- Scroll Case (1 gp, 1/2 lb)
- Inkpen (1 sp)
- Chalk (1 cp)
- Six Small But Distinctive Copper Talismans (5sp each; "Sun", "Moon", "Summer", "Autumn", "Winter", "Spring"; can be found with Locate Object)
- 6 Sunrods (OOOOOO) (2 gp)
- Fast-Draw Scroll Bandolier (25 gp) with arcane scrolls:
 - *Daze* (level 0; DC 20)
 - *Flare* (level 0; DC 20)
 - *Jump* (level 1; DC 21)
 - *Reduce Person* (level 1; DC 21)
 - *Animate Rope* (level 1)
 - *Shield* (level 1; DC 21)
 - *Color Spray* (level 1; DC 21)
 - *Ray of Enfeeblement* (level 1; DC 21)
 - *Magic Weapon* (level 1; DC 21)
 - *Hold Portal* (level 1; DC 21)
- Wand of Cure *Light Wounds* - 40 charges
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Coin	Qty	Notes
Copper	0	
Silver	27	
Gold	223	
Platinum	3	

Background

Grenville Temban d'Tharashk was born third of six children to a family of House Tharashk functionaries. His father Gregor Temban d'Tharashk held a post as factor for a House Tharashk prospecting outpost at Gulku Fen, eighty miles Southwest of Zarash'ak. Grenville's childhood years were War Years, and he was often gathered up into the House Tharashk longhouse with the other children of the community to wait out outlaw bands, goblin raiders, or foreign soldiers. To help pass the time, Old Man Geb told the children stories. Grenville grew to love Old Man Geb's stories. When his Dragonmark manifested, he eagerly accepted an apprenticeship with a wandering Bard of House Tharashk. His mentor taught him to carry messages from settlement to settlement, and later to use his Dragonmark powers to help the House Tharashk prospectors in their search for dragonshards.

Grenville has known Kurgash d'Tharashk from when both of them were quite young: Kurgash's family have been House Tharashk for generations, and were assigned to protect the factor and dragonshards proper, scout, and liaise with the local Orc clans (who provided most of the actual guards).

When Grenville was eleven, Gulku Fen's longhouse was attacked by a lone dolgaunt. Young Kurgash and his father fought the thing, protecting the factor's family. Kurgash was only a youth himself and provided little obstacle to the thing: he was knocked out and thrown into the swamp. Kurgash's father fell due to CON drain while killing the thing. Young Grenville used his dragonmark power to find Kurgash by envisioning the unique dragon-medallion thing the local Orcish holy man had given the youth. He persuaded the adults of the settlement that Kurgash still lived, and showed them where to drag him out from under the muck.

Shortly after that event, Grenville's father was able to use the leverage of his son's active dragonmark to arrange a bardic apprenticeship. Grenville was forced to leave Gulku Fen and his friend Kurgash and did not see him again for years.

Experience History

Date	XP Gained	XP Total	Notes
01/09/2005	300	300	
01/23/2005	2000	2300	Gained Bard2. +4 hp, +1 Bluff, +1 Diplomacy, +1 Gather Information, +1 Perform, +3 Spellcraft, +1 Use Magic Device, L0 spell <i>Message</i> , and L1 spells <i>Cure Light Wounds</i> and <i>Friendly Face</i> .
02/06/2005	1611	3911	Gained Bard3. +5 hp, +1 Bluff, +1 Diplomacy, +1 Gather Information, +1 Knowledge (history), +1 Knowledge (geography), +1 Perform (wind inst), +1 Sense Motive, +1 Use Magic Device, Favored in House feat, L0 spell <i>Detect Magic</i> , and L1 spell <i>Expeditious Retreat</i> .