Theoderic McMagnus

Male human (Varisian) bard 17 - CR 16
Chaotic Good Humanoid (Human); Deity: **Desna**; Age: **19**; Height: **6' 2"**; Weight: **177 lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Midtone**



Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	14/18	+2/+4	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	12	+1	
WIS WISDOM	10	0	
CHA CHARISMA	20/26	+5/+8	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+15 =	+5	+3	+5	+2		**Cold weather outfit** : +5 circumstance bonus vs. cold weather, **Domineering**: +2 morale bonus vs. transmutation spells, **Well Versed** : +4 vs. bardic performance, language-dependent, and sonic
REFLEX (DEXTERITY)	+19 =	+10	+4	+5			**Domineering**: +2 morale bonus vs. transmutation spells, **Well Versed**: +4 vs. bardic performance, language-dependent, and sonic
WILL (WISDOM)	+19 =	+10		+5	+4		**Domineering**: +2 morale bonus vs. transmutation spells, **Well Versed**: +4 vs. bardic performance, language-dependent, and sonic

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	36	=	+10	+5	+4		+3	+3	+1	

Touch AC 18 **Flat-Footed AC** 31

Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

		BAB	Strength	Size	Misc
CM Bonus	+14 =	+12	+2	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	32 = 10	+12	+2	+4	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +12

Critical Focus: +4 circumstance bonus to confirm critical hits

Initiative +4

Speed 30 ft

HP 156

Damage / Current HP

+1 domineering holy keen adamantine longsword

Main hand: **+16/+11/+6**, **1d8+3 plus 2d6 vs. evil** Crit: 17-20/×2 1-hand, S

Both hands: **+16/+11/+6**, **1d8+4 plus 2d6 vs. evil**

Critical Focus: +4 circumstance bonus to confirm critical hits

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+32	DEX (4)	1	
Appraise	+5	INT (1)	1	
Bluff	+32	CHA (8)	2	
Climb	+8	STR (2)	4	
Craft (calligraphy)	+9	INT (1)	1	
Diplomacy	+18	CHA (8)	8	
Disable Device	+3	DEX (4)	-	
Disguise	+12	CHA (8)	1	
Escape Artist	+7	DEX (4)	1	
Fly	+32	DEX (4)	-	
Handle Animal	+18	CHA (8)	-	
Heal	+4	WIS (0)	1	
Intimidate	+16	CHA (8)	1	
Knowledge (arcana)	+13	INT (1)	1	
Knowledge (dungeoneering)	+13	INT (1)	1	
Knowledge (engineering)	+17	INT (1)	5	
Knowledge (geography)	+21	INT (1)	9	
Knowledge (history)	+14	INT (1)	2	
Knowledge (local)	+14	INT (1)	2	
Knowledge (nature)	+14	INT (1)	2	
Knowledge (nobility)	+14	INT (1)	2	
Knowledge (planes)	+13	INT (1)	1	
Knowledge (religion)	+14	INT (1)	2	
Linguistics	+8	INT (1)	4	
Perception	+17	WIS (0)	14	
Perform (act)	+17	CHA (8)	2	
Perform (comedy)	+16	CHA (8)	1	

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Skills

Skill Name	Total	Ability	Ranks	Temp
Perform (dance)	**+32**	CHA (8)	17	
Perform (keyboard instruments)	**+12**	CHA (8)	-	
Perform (oratory)	**+16**	CHA (8)	1	
Perform (percussion instruments)	**+16**	CHA (8)	1	
Perform (sing)	**+32**	CHA (8)	17	
Perform (string instruments)	**+12**	CHA (8)	-	
T **Perform (wind instruments)**	**+18**	CHA (8)	1	
Ride	**+7**	DEX (4)	1	
Sense Motive	**+32**	WIS (0)	2	
Sleight of Hand	**+7**	DEX (4)	1	
Spellcraft	**+13**	INT (1)	9	
Stealth	**+11**	DEX (4)	5	
Survival	**+10**	WIS (0)	7	
Swim	**+8**	STR (2)	4	
Use Magic Device	**+13**	CHA (8)	2	

Feats

Arcane Strike
Armor Proficiency (Light)
Armor Proficiency (Medium)
Bard Weapon Proficiencies
Critical Focus
Dodge
Great Fortitude
Mobility
Shield Proficiency
Simple Weapon Proficiency - All
Spell Focus (Enchantment)
Spring Attack
Vital Strike
Weapon Focus (Longsword)

Composite shortbow (Str +2)

Ranged, both hands: **+17/+12/+7**, **1d6+3**
Crit: ×3
Rng: 70'
2-hand, P

Critical Focus: +4 circumstance bonus to confirm critical hits

Dagger

Main hand: **+14/+9/+4**, **1d4+2**
Crit: 19-20/×2
Rng: 10'
Light, P/S

Ranged: **+16**, **1d4+2**

Critical Focus: +4 circumstance bonus to confirm critical hits

Sling

Ranged: **+16**, **1d4+2**
Crit: ×2
Rng: 50'
1-hand, B

Ranged, both hands: **+16**, **1d4+3**

Critical Focus: +4 circumstance bonus to confirm critical hits

Spear

Both hands: **+14/+9/+4**, **1d8+3**
Crit: ×3
Rng: 20'
2-hand, P, Brace

Ranged, both hands: **+16**, **1d8+2**

Critical Focus: +4 circumstance bonus to confirm critical hits

Experience & Wealth

Experience Points: **923220**/1,200,000
Current Cash: **1 pp, 8 gp, 9 sp, 3 cp**

+4 mithral breastplate

+10
Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

+4 mithral buckler

+5
Max Dex: -, Armor Check: -
Spell Fail: 0%, Shield

Gear

Total Weight Carried: 46/175 lbs, Light Load (Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 domineering holy keen adamantine longsword	4 lbs
+1 humanoids(giant)-bane arrows x4 *<In:*	0.15 lbs
+1 humanoids(undead)-bane arrows x6 *<In:*	0.15 lbs
+4 mithral breastplate	15 lbs
+4 mithral buckler	2.5 lbs
Amulet of natural armor +3	-
Antitoxin x2 *<In: Handy haversack (22 @ 15 lbs)>*	-
Arrows x60 *<In: Efficient quiver (81 @ 19.8*	0.15 lbs
Belt of physical might +4 (Dex, Con)	1 lb
Belt pouch (14 @ 6 lbs)	0.5 lbs
Bit and bridle *<In: Handy haversack (22 @ 15 lbs)>*	1 lb
Cloak of resistance +5	1 lb
Cold iron arrows x4 *<In: Efficient quiver (81 @*	0.15 lbs
Cold weather outfit	7 lbs
Composite shortbow (Str +2) *<In: Efficient quiver*	2 lbs
Dagger *<In: Belt pouch (14 @ 6 lbs)>*	1 lb
Efficient quiver (81 @ 19.8 lbs)	2 lbs
Everburning torch *<In: Handy haversack (22 @ 15*	1 lb
Glove of storing (1 @ 5 lbs)	-
Handy haversack (22 @ 15 lbs)	5 lbs
Headband of alluring charisma +6	1 lb
Money *<In: Handy haversack (22 @ 15 lbs)>*	-
Musical instrument, masterwork: Flute *<In: Handy*	3 lbs
Necklace of adaptation *<In: Handy haversack (22 @*	1 lb
Piton x2 *<In: Handy haversack (22 @ 15 lbs)>*	0.5 lbs
Potion of barkskin +3 *<In: Handy haversack (22 @ 15*	-
Potion of barkskin +5 *<In: Handy haversack (22 @ 15*	-
Potion of cure moderate wounds *<In: Handy haversack*	-
Potion of cure serious wounds *<In: Handy haversack*	-
Potion of remove blindness/deafness *<In: Belt pouch*	-
Potion of remove blindness/deafness *<In: Belt pouch*	-
Quicken metamagic rod (lesser, 3/day) *<In: Glove*	5 lbs
Ring of evasion	-
Scroll of break enchantment *<In: Handy haversack (22*	-
Sihedron ring	-
Silk rope *<In: Handy haversack (22 @ 15 lbs)>*	5 lbs
Silver arrows x4 *<In: Efficient quiver (81 @ 19.8*	0.15 lbs
Slaying arrow, greater (Humanoids(monstrous))	0.1 lbs
Sling *<In: Belt pouch (14 @ 6 lbs)>*	-
Sling bullets x10 *<In: Belt pouch (14 @ 6 lbs)>*	0.5 lbs
Spear *<In: Efficient quiver (81 @ 19.8 lbs)>*	6 lbs
Thunderstone x2 *<In: Handy haversack (22 @ 15*	1 lb

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Gear

Total Weight Carried: 46/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Trail rations *<In: Handy haversack (22 @ 15 lbs)>*	1 lb
Traveler's outfit (Free) *<In: Handy haversack (22 @ 15*	-
Wand of cure light wounds *<In: Handy haversack (22 @*	-
Wand of cure light wounds *<In: Handy haversack (22 @*	-
Wand of cure moderate wounds (12 charges) *<In: Handy*	-
Winged boots (3/day)	1 lb

Special Abilities

[N/A] Bane (Humanoids(Giant))
[N/A] Bane (Humanoids(undead))
Bardic Knowledge +8 (Ex)
Bardic Performance (swift action, 53 rounds/day)
Bardic Performance: Countersong (Su)
Bardic Performance: Dirge of Doom (30 ft.) (Su)
Bardic Performance: Distraction (Su)
Bardic Performance: Fascinate (6 targets, DC 26) (Su)
Bardic Performance: Frightening Tune (DC 26) (Sp)
Bardic Performance: Inspire Competence +5 (Su)
Bardic Performance: Inspire Courage +4 (Su)
Bardic Performance: Inspire Greatness (3 allies) (Su)
Bardic Performance: Inspire Heroics (1 ally) (Su)
Bardic Performance: Soothing Performance (Su)
Bardic Performance: Suggestion (DC 26) (Sp)
Evasion (Ex)
Jack of All Trades: Class skills (Ex)
Jack-of-all-trades (use any skill, all skills are class skills)
Lore Master (3/day) (Ex)
Versatile Performance (Dance) +32 (Ex)
Versatile Performance (Percussion Instruments) +16 (Ex)
Versatile Performance (Singing) +32 (Ex)
Versatile Performance (Wind Instruments) +18 (Ex)
Well Versed (Ex)

Tracked Resources

+1 humanoids(giant)-bane arrows	☐☐☐☐
+1 humanoids(undead)-bane arrows	☐☐☐☐☐ ☐
Antitoxin	☐☐
Arrows	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Bardic Performance (swift action, 53 rounds/day)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
Cold iron arrows	☐☐☐☐
Dagger	☐
Lore Master (3/day) (Ex)	☐☐☐

Tracked Resources

Potion of barkskin +3	☐
Potion of barkskin +5	☐
Potion of cure moderate wounds	☐
Potion of cure serious wounds	☐
Potion of remove blindness/deafness	☐
Potion of remove blindness/deafness	☐
Quicken metamagic rod (lesser, 3/day)	☐☐☐
Silver arrows	☐☐☐☐
Slaying arrow, greater (Humanoids(monstrous))	☐
Sling bullets	☐☐☐☐☐ ☐☐☐☐☐
Spear	☐
Thunderstone	☐☐
Trail rations	☐
Wand of cure light wounds	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Wand of cure light wounds	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Wand of cure moderate wounds (12 charges)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐
Winged boots (3/day)	☐☐☐

Languages

Common	Thassilonian
Giant	Undercommon
Goblin	Varisian
Orc	

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Spells & Powers

Bard spells known (CL 17th; concentration +25)
Melee Touch +14 **Ranged Touch** +16
6th (3/day)—*irresistible dance* (DC 25), *project image* (DC 24), *greater shout* (DC 24)
5th (5/day)—*greater dispel magic*, *greater heroism*, *song of discord* (DC 24), *summon monster V*
4th (6/day)—*break enchantment*, *freedom of movement*, *hold monster* (DC 23), *greater invisibility*, *modify memory* (DC 23)
3rd (7/day)—*clairaudience/clairvoyance*, *crushing despair* (DC 22), *good hope*, *haste*, *see invisibility*, *slow* (DC 21)
2nd (7/day)—*alter self*, *cat's grace*, *eagle's splendor*, *heroism*, *invisibility*, *mirror image*
1st (7/day)—*comprehend languages*, *cure light wounds*, *expeditious retreat*, *feather fall*, *hypnotism* (DC 20), *remove fear*
0th (at will)—*dancing lights*, *flare* (DC 18), *ghost sound* (DC 18), *mage hand*, *prestidigitation*, *summon instrument*

Companions

Horse, light CR –
Male horse (*Pathfinder RPG Bestiary* 177)
N Large animal
Init +2; **Senses** low-light vision, scent; Perception +6

Defense

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)
hp 15 (2d8+6)
Fort +6, **Ref** +5, **Will** +1

Offense

Speed 50 ft.
Melee 2 hooves +3 (1d4+3)
Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)
Feats Endurance, Run[B]
Tricks Attack, Combat Riding, Come, Come, Defend, Down, Guard, Heel, Heel, Riding, Stay
Skills Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6
SQ combat riding, riding
Other Gear bedroll, calligraphy tools, entertainer's outfit, riding saddle, trail rations (2), waterskin, winter blanket

Background

Theodoric wurde vor 19 Jahren in einem kleinen Dorf nahe Pangalois in der Region Nidal geboren. Als jüngster von 5 Söhnen und 3 Töchtern, hat er früh gelernt sich in den Mittelpunkt zu stellen und die Aufmerksamkeit auf sich zu ziehen. Da sein Vater, ein Tischler, bereits seine Brüder ausbildete und für weitere Lehrlinge nicht genug Arbeit zur Verfügung stand, wurde er in das Familienunternehmen nicht mit eingespannt.
Er hat seine Kindheit viel mit der Unterhaltung seiner Geschwister verbracht, sich bei jeder freien Gelegenheit im Uskwald umhergetrieben und gelegentlich bei den Holzfällern ausgeholfen. Mit 16 bekam er von einem umherwandernden Barden eine Flöte geschenkt und beherrschte sie als bald nahezu perfekt. Fortan ging er immer häufiger nach Pangalois, um dort mit seinerm Unterhaltungstalent für weitere Einkünfte der Familie zu sorgen. Leider war dort das Geschäft nicht ausreichend lukrativ und er wurde von seinem Vater angehalten einen ordentlichen Beruf zu erlernen oder der Familie nicht weiter auf der Tasche zu liegen. Also beschloss er sein Glück in der weiten Welt zu suchen. Er hatte gehört, dass in den Hafenstädten deutlich größerer Publikumsverkehr war und so machte er sich auf den Weg.
Immer Fluss abwärts sollte seine Reise gehen. In kleinen Dörfern gelang es ihm häufig die Leute zu kostenfreier Logis zu überzeugen. In den größeren Dörfern reichten seine Einnahmen um sich eine Unterkunft mit Verpflegung leisten zu können. Während seiner Reise traf er immer wieder auf andere Reisende, welchen er sich ein Stück anschließen konnte und welche ihm Tricks und Kniffe zum Überleben in der Wildnis beibrachten.
In Nisroch angekommen, nahm er gleich das erst beste Schiff welches ihn als Schiffsjungen gebrauchen konnte und landete somit in Magnimar in der Region Varisia. Dort hielt er es recht lange aus und kam sehr gut mit Gauklerei und Musizieren über die Runden. Bald packte ihn die Reiselust wieder und er hörte sich nach möglichen Zielen um. Er hörte von einem alten Theater in einer Stadt namens Sandpoint. Dort sollte ebenfalls ein regelmäßiger Wochenmarkt sein, zu dem auch immer wieder eine größere Gruppe aus Magnimar aufbrach.
Also schloss er sich eines Tages einer Reisegruppe nach Sandpoint an, um weitere spannende Erfahrungen in seinem Leben zu sammeln...

Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Thassilonian (language); Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Rise of the Runelords Anniversary Edition** - Domineering (item power)
- **Rise of the Runelords Anniversary Edition / Rise of the Runelords GM Content** - Sihedron ring (equipment)

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