

**Name:****Carter Mitchell**Human Bard  
Chaotic GoodLevel**5**Hit Points**30**Armor Class**12**Initiative**+2**Move**30'**Reflex Save**+6**Fortitude Save**+2**Will Save**+3**

<u>Traits</u>	<u>Value</u>	<u>Modifier</u>
Strength	10	+0
Dexterity	14	+2
Constitution	12	+1
Intelligence	15	+2
Wisdom	9	+0
Charisma	20	+5

<u>Skills (d20+ )</u>	<u>Modifier</u>
Acrobatics	+4
Bluff	+12
Climb	+3
Disable Device	+7
Knowledge (History)	+10
Knowledge ( )	+10
Perception	+7
Perform	+15
Sense Motive	+7
Sleight of Hand	+10

<u>Weapons</u>	<u>To Hit</u>	<u>Damage</u>
Improvised Weapon	+3	1d6
Dagger	+3	1d4
(thrown)	+5	1d4+2
Combat Maneuvers : CMB +3, CMD 15		
Base Attack +3		

Possessions  
Guitar, bottle of wine, casual clothes, blank sheet music, pen, 300 gold pieces, student ID

Feats/Abilities  
Trained Simple Weapons, Light Armor  
Bardic Knowledge (All Knowledge rolls are at +3)  
Bardic Performance (23 rounds per day)

Distraction  
Fascinate, DC 18, (two creatures must save or ignore surroundings)  
Inspire Courage (+1 to saving throws, attack and damage rolls)  
Inspire Competence (provide a +2 bonus to another hero another hero making a skill check)

Lore Master (Can take 10 on Knowledge Skill checks or 1/day can take a 20)

Well Versed (+4 to all saving throws versus sound)

Versatile (May substitute Perform for Bluff or Diplomacy skills)

Skill Focus (Perform Blues)

Catch off Guard (Use improvised weapons w/o penalty)

Spells**Cantrips (cast unlimited number / day)**

Detect Magic, Dancing Lights, Light, Lullaby, Mage Hand, Message

**1st Level (Cast 6 per day, DC 16)**

Confusion (Lesser)

Feather Fall

Silent Image

Sleep

**2nd Level (Cast 2 per day, DC 17)**

Alter Self

Enthrall

Invisibility

## Carter Mitchell

There is magic within music and the Blues have always called to you. You love the minor keys, strong beats, the songs about hard times, and calling out a line for the audience to repeat back. The Blues just touch you.

You are charming, manipulative and a bit arrogant. Sadly none of your original songs have been well received. As the son of nobles from Ottagon, you've never really known a day of hardship in your life. "And that's so hard..." Could be a lyric there...

Goal : Seek the fame and fortune that you know you deserve. Endure the hardship you need to make your songs sound genuine.

## Other Students

Charlotte Mitchell : Your overprotective big sister. She is a capable fighter who relies on her agility.

Gilwell Purewhindle: A refined hunter, he is almost impossible to find in the woods. He has trouble talking to people, but he appreciates your singing.

Greg Wrathson: A highly intelligent half orc barbarian who likes to act dumb. He's your best friend and protector.

Oscar Halliwell: A down on his luck noble. Like you, he's trained in stealth and magic, so the two of you get along well. He's been through so much hardship, you know that he must have really good stories that you could make into songs.

Simone Bigby: A sorceress who lacks your training and knowledge of the classics. She's still working on casting at a distance. She's a huge flirt and you like to tease her.

Wendy Worthington: A beautiful noblewoman, priestess of water and best friend of your sister. She's a sweet girl, but she rejected both you and Greg when you met her in a tavern. That just shows she has high standards, so you plan on winning her over.

Johnny: A mage and real hothead. He likes to isolate people so he can pick on them. His red hair is common in his homeland of Tuscar.