

You Are A:

Neutral Good Human Bard/Sorcerer (4th/3rd Level)

Ability Scores:

Strength- 11

Dexterity- 12

Constitution- 11

Intelligence- 18

Wisdom- 14

Charisma- 13

Alignment:

Neutral Good- A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them. Neutral good is the best alignment you can be because it means doing what is good without bias for or against order. However, neutral good can be a dangerous alignment when it advances mediocrity by limiting the actions of the truly capable.

Race:

Humans are the most adaptable of the common races. Short generations and a penchant for migration and conquest have made them physically diverse as well. Humans are often unorthodox in their dress, sporting unusual hairstyles, fanciful clothes, tattoos, and the like.

Primary Class:

Bards- Bards often serve as negotiators, messengers, scouts, and spies. They love to accompany heroes (and villains) to witness heroic (or villainous) deeds firsthand, since a bard who can tell a story from personal experience earns renown among his fellows. A bard casts arcane spells without any advance preparation, much like a sorcerer. Bards also share some specialized skills with rogues, and their knowledge of item lore is nearly unmatched. A high Charisma score allows a bard to cast high-level spells.

Secondary Class:

Sorcerers- Sorcerers are arcane spellcasters who manipulate magic energy with imagination and talent rather than studious discipline. They have no books, no mentors, no theories just raw power that they direct at will. Sorcerers know fewer spells than wizards do and acquire them more slowly, but they can cast individual spells more often and have no need to prepare their

incantations ahead of time. Also unlike wizards, sorcerers cannot specialize in a school of magic. Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they have more time to learn fighting skills and are proficient with simple weapons. Charisma is very important for sorcerers; the higher their value in this ability, the higher the spell level they can cast.

Web page and journal code: Copy and paste the following:

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<br><br>Find out <a href='http://www.easydamus.com/character.html' target='mt'>What Kind
of Dungeons and Dragons Character Would You Be?</a>, courtesy of Easydamus <a
href='mailto:zybstrski@excite.com'>(e-mail)</a><br><br>
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Detailed Results:

Alignment:

Lawful Good ----- XXXXXXXXXXXXXXXXXXXXXXXXXXXX (24)
 Neutral Good ---- XXXXXXXXXXXXXXXXXXXXXXXXXXXX (26)
 Chaotic Good ---- XXXXXXXXXXXXXXXXXXXXXXXX (21)
 Lawful Neutral -- XXXXXXXXXXXXXXXXXXXXXXXXXXXX (23)
 True Neutral ---- XXXXXXXXXXXXXXXXXXXXXXXXXXXX (25)
 Chaotic Neutral - XXXXXXXXXXXXXXXXXXXXXXXX (20)
 Lawful Evil ----- XXXXXXXXXX (9)
 Neutral Evil ---- XXXXXXXXXX (11)
 Chaotic Evil ---- XXXXXXX (6)

Law & Chaos:

Law ----- XXXXXXXXXX (9)
 Neutral - XXXXXXXXXX (11)
 Chaos --- XXXXXXX (6)

Good & Evil:

Good ---- XXXXXXXXXXXXXXXXXXXX (15)
 Neutral - XXXXXXXXXXXXXXXXXXXX (14)
 Evil ---- (0)

Race:

Human ---- XXXXXXXXXXXXXXXX (13)
 Dwarf ---- XXXXXXX (6)
 Elf ----- XXXXXXXXXXXX (10)
 Gnome ---- XXXXXXXXXXXX (10)
 Halfling - XXXXXXXXXXXX (10)
 Half-Elf - XXXXXXXXXXXX (11)
 Half-Orc - XX (2)

Class:

Barbarian - (0)
 Bard ----- XXXXXXX (6)
 Cleric ---- (-4)
 Druid ----- (-8)
 Fighter --- (-2)
 Monk ----- (-19)
 Paladin --- (-21)
 Ranger ---- (-2)
 Rogue ----- (-2)
 Sorcerer -- XXXXXXX (6)
 Wizard ---- XXXX (4)

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