

Hafgrim Male Half-Elf Brd19

NAME

Brd19

CLASS

342000

EXPERIENCE

19

TCL

190000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	19	+4	19	+4
CON Constitution	12	+1	12	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	18	+4	18	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+7

=

+6

+

+1

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+15

=

+11

+

+4

+

+0

+

TEMP MODIFIER

TOTAL

+15

=

+11

+

+4

+

+0

+

TEMP MODIFIER

MELEE
attack bonus

TOTAL

+17/+12/+7

=

+14/+9/+4

+

+3

+

+0

+

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+18/+13/+8

=

+14/+9/+4

+

+4

+

+0

+

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+17/+12/+7

=

+14/+9/+4

+

+3

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+17/+12/+7

DAMAGE

1d3+3

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp	

WEIGHT ALLOWANCE					
Light	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Brew Potion	See Text
Craft Rod	See Text
Craft Staff	See Text
Improved Initiative	See Text
Persuasive	See Text
Run	See Text
Scribe Scroll	See Text

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'1"

HEIGHT

130 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP
hit points

91

WOUNDS/CURRENT HP

AC
armor class

14

TOTAL

10

FLAT

14

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

4

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

INITIATIVE
modifier

+8

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+14/+9/+4

DEITY

5'1"

HEIGHT

130 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

MISS CHANCE

SKILLS						MAX RANKS	22/11
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Armorsmithing)	INT	4	=	2	+	2.0	+
Craft (Weaponsmithing)	INT	10	=	2	+	8.0	+
Decipher Script	INT	22	=	2	+	20.0	+
Knowledge (Arcana)	INT	23	=	2	+	21.0	+
Perform (Act)	CHA	21	=	4	+	17.0	+
Perform (Keyboard Instruments)	CHA	24	=	4	+	20.0	+
Perform (Oratory)	CHA	22	=	4	+	18.0	+
Perform (Sing)	CHA	25	=	4	+	21.0	+
Perform (String Instruments)	CHA	25	=	4	+	21.0	+
Perform (Wind Instruments)	CHA	23	=	4	+	19.0	+

✓ : can be used untrained. X : exclusive skills

BARDIC MUSIC

Uses per day

Effects (Perform ranks required)

Inspire Courage(3), Countersong(3), Fascinate(3),Inspire Competence(6), Suggestion(9), Inspire Greatness(12)

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Bardic knowledge (+21)

Bardic music 19/day

Countersong (Su)

Elven Blood

Fascinate (Sp) - can effect 7 creature

Immunity to sleep spells and similar magical effects.

Inspire Competence (Su)

Inspire Courage (Su) +3

Inspire Greatness (Su) - can affect 4 people

Inspire Heroics (Su) - can affect 2 people

Mass Suggestion (Sp)

Song of Freedom (Su)

Suggestion (Sp)

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip

LANGUAGES

Abyssal, Common, Elven

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
At Will	Suggestion	10	Will negates	1 standard action	(CASTERLEVEL) hours or until Close (25 Feet) completed		V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
Effect: Compels subject to follow stated course of action.					Target: One living creature				
* =Domain/Specialty Spell									
Bard Spells									

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	5	5	5	5	4	4	0	0	0
PER DAY	4	5	5	5	5	4	3	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Magic	14	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	19 rounds [D]	Close (70 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□	Light	14	None	1 standard action	190 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
Effect: Object shines like a torch.					Target: Object touched				
□□□□□	Mage Hand	14	None	1 standard action	Concentration	Close (70 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (70 Feet)	V, S, F	Yes (object)	Transmutation
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	19 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Effect: Subject gains +1 on saving throws.					Target: Creature touched				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Person	15	Will negates	1 standard action	19 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes one person your friend.					Target: One humanoid creature				
□□□□□	Detect Secret Doors	15	None	1 standard action	Concentration, up to 19 minutes [D]	60 ft.	V, S	No	Divination
Effect: Reveals hidden doors within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Disguise Self	15	None	1 standard action	190 minutes [D]	Personal	V, S	No	Illusion (Glamour)
Effect: Changes your appearance.					Target: You				
□□□□□	Expeditious Retreat	15	None	1 standard action	19 minutes [D]	Personal	V, S	No	Transmutation
Effect: Your speed increases by 30 ft.					Target: You				
□□□□□	Silent Image	15	Will disbelief (if interacted with)	1 standard action	Concentration	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
Effect: Creates minor illusion of your design.					Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Hold Person	16	Will negates; see text	1 standard action	19 rounds [D]; see text	Medium (290 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 19 rounds.					Target: One humanoid creature				
□□□□□	Pyrotechnics	16	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text	Long (1160 Feet)	V, S, M	Yes or No; see text	Transmutation
Effect: Turns fire into blinding light or choking smoke.					Target: One fire source, up to a 20-ft. cube				
□□□□□	Scare	16	Will partial	1 standard action	19 rounds or 1 round; see text	Medium (290 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
Effect: Panics creatures of less than 6 HD.					Target: 6 living creatures, no two of which can be more than 30 ft. apart				
□□□□□	Shatter	16	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature				
□□□□□	Summon Swarm	16	None	1 round	Concentration + 2 rounds	Close (70 Feet)	V, S, M/DF	No	Conjuration (Summoning)
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm of bats, rats, or spiders				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Fear	17	Will partial	1 standard action	19 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
Effect: Subjects within cone flee for 19 rounds.					Target: Cone-shaped burst				
□□□□□	Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	19 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Makes everyone within 10 ft. invisible.					Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Sculpt Sound	17	Will negates (object)	1 standard action	19 hours [D]	Close (70 Feet)	V, S	Yes (object)	Transmutation
Effect: Creates new sounds or changes existing ones.					Target: 19 creatures or objects, no two of which can be more than 30 ft. apart				
□□□□□	Secret Page	17	None	10 minutes	Permanent	Touch	V, S, M	No	Transmutation
Effect: Changes one page to hide its real content.					Target: Page touched, up to 3 sq. ft. in size				
□□□□□	See Invisibility	17	None	1 standard action	190 minutes [D]	Personal	V, S, M	No	Divination
Effect: Reveals invisible creatures or objects.					Target: You				

LEVEL 4									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Critical Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 4d8+19 damage.					Target: Creature touched				
□□□□□	Freedom of Movement	18	Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.					Target: You or creature touched				
□□□□□	Legend Lore	18	None	See text	See text	Personal	V, S, M, F	No	Divination
Effect: Lets you learn tales about a person, place, or thing.					Target: You				
□□□□□	Neutralize Poison	18	Will negates (harmless, object)	1 standard action	190 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
Effect: Immunizes subject against poison, detoxifies venom in or on subject.					Target: Creature or object of up to 19 cu. ft. touched				
□□□□□	Shout	18	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
Effect: Deafens all within cone and deals 5d6 sonic damage.					Target: Cone-shaped burst				

LEVEL 5									
Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Dream		19	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
Effect: Sends message to anyone sleeping.					Target: One living creature touched				
* =Domain/Speciality Spell									

Bard Spells

□□□□□	Heroism, Greater	19	Will negates (harmless)	1 standard action	19 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)
<i>Effect:</i> Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.					<i>Target:</i> Creature touched				
□□□□□	Mirage Arcana	19	Will disbelief (if interacted with)	1 standard action	Concentration +1 hour/ level [D]	Long (1160 Feet)	V, S	No	Illusion (Glamour)
<i>Effect:</i> As hallucinatory terrain, plus structures.					<i>Target:</i> 19 20-ft. cubes [S]				
□□□□□	Persistent Image	19	Will disbelief (if interacted with)	1 standard action	19 minutes [D]	Long (1160 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, but no concentration required.					<i>Target:</i> Visual figment that cannot extend beyond 23 10-ft. cubes [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Cure Moderate Wounds, Mass	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (70 Feet)	V, S	Yes (harmless) or Yes;Conjuration (Healing) see text	
Effect: Cures 2d8+19 damage for many creatures.				Target: 19 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Eagle's Splendor, Mass	20	Will negates (harmless)	1 standard action	19 minutes	Close (70 Feet)	V, S, M/DF	Yes	Transmutation
Effect: As eagle's splendor, affects 19 subjects.				Target: 19 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Eyebite	20	Fortitude negates	1 standard action	19 round per three levels; see text	Close (70 Feet)	V, S	Yes	Necromancy [Evil]
Effect: Target becomes panicked, sickened, and comatose.				Target: One living creature				
☐☐☐☐☐Veil	20	Will negates; see text	1 standard action	Concentration + 19 hours [D]	Long (1160 Feet)	V, S	Yes; see text	Illusion (Glamer)
Effect: Changes appearance of group of creatures.				Target: One or more creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell