

Laucion Male Elf Brd20

NAME

Brd20

CLASS

380000

EXPERIENCE

20

TCL

210000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'2"

HEIGHT

121 lbs

WEIGHT

0

AGE

Male

GENDER

Chaotic Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	10	+0	10	+0
INT Intelligence	15	+2	15	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

HP hit points	59	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION													
AC armor class	12	TOTAL	FLAT	TOUCH	=	BASE	+	ARMOR BONUS	+	SHIELD BONUS	+	STAT MODIFIER	+	SIZE MODIFIER	+	NATURAL ARMOR	+	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+2	=	+2	+	+0	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+15/+10/+5							

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +6	+ +0	+ +0	+ +0	+	
REFLEX (dexterity)	+14	= +12	+ +2	+ +0	+ +0	+	
WILLPOWER (wisdom)	+13	= +12	+ +1	+ +0	+ +0	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+19/+14/+9	= +15/+10/+5	+ +4	+ +0	+ +0	+
RANGED attack bonus	+17/+12/+7	= +15/+10/+5	+ +2	+ +0	+ +0	+
GRAPPLE attack bonus	+19/+14/+9	= +15/+10/+5	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Combat Reflexes	See Text
Diligent	See Text
Dodge	See Text
Persuasive	See Text
Power Attack	See Text
Scribe Scroll	See Text
Widen Spell	See Text

SKILLS		MAX RANKS		23/11.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Concentration	CON	21	= 0	+ 21.0	+
Knowledge (Nobility and Royalty)	INT	25	= 2	+ 23.0	+
Knowledge (Religion)	INT	21	= 2	+ 19.0	+
Listen	WIS	25	= 1	+ 22.0	+ 2
Perform (Comedy)	CHA	27	= 5	+ 22.0	+
Perform (Dance)	CHA	27	= 5	+ 22.0	+
Perform (Oratory)	CHA	27	= 5	+ 22.0	+
Perform (Percussion Instruments)	CHA	25	= 5	+ 20.0	+

✓ : 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 saving throw bonus against enchantment spells or effects.
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.
Bardic knowledge (+22)
Bardic music 20/day
Countersong (Su)
Fascinate (Sp) - can effect 7 creature
Immunity to magic sleep effects.
Inspire Competence (Su)
Inspire Courage (Su) +4
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, Longbow, 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
Common, Draconic, 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 completed	Close (25 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Effect: Compels subject to follow stated course of action.

Target: One living creature

* =Domain/Speciality Spell

Bard Spells

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

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	15	Will negates	1 standard action	20 round	Close (75 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Humanoid creature of 4 HD or less loses next action.				Target: One humanoid creature of 4 HD or less				
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (75 Feet)	V	Yes	Evocation [Light]
	Effect: Dazzles one creature [-1 on attack rolls].				Target: Burst of light				
□□□□□	Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Illusion (Figment)
	Effect: Figment sounds.				Target: Illusory sounds				
□□□□□	Light	15	None	1 standard action	200 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
	Effect: Object shines like a torch.				Target: Object touched				
□□□□□	Mending	15	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
	Effect: Makes minor repairs on an object.				Target: One object of up to 1 lb.				
□□□□□	Message	15	None	1 standard action	200 minutes	Medium (300 Feet)	V, S, F	No	Transmutation [Language-Dependent]
	Effect: Whispered conversation at distance.				Target: 20 creatures				

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Disguise Self	16	None	1 standard action	200 minutes [D]	Personal	V, S	No	Illusion (Glamour)
	Effect: Changes your appearance.				Target: You				
□□□□□	Expeditious Retreat	16	None	1 standard action	20 minutes [D]	Personal	V, S	No	Transmutation
	Effect: Your speed increases by 30 ft.				Target: You				
□□□□□	Grease	16	See text	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, M	No	Conjuration (Creation)
	Effect: Makes 10-ft. square or one object slippery.				Target: One object or a 10-ft. square				
□□□□□	Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
	Effect: Determines properties of magic item.				Target: One touched object				
□□□□□	Sleep	16	Will negates	1 round	20 minutes	Medium (300 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Puts 4 HD of creatures into magical slumber.				Target: One or more living creatures within a 10-ft.-radius burst				

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 2d8+10 damage				Target: Creature touched				
□□□□□	Heroism	17	Will negates (harmless)	1 standard action	200 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Gives +2 bonus on attack rolls, saves, skill checks.				Target: Creature touched				
□□□□□	Minor Image	17	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (1200 Feet)	V, S, F	No	Illusion (Figment)
	Effect: As silent image, plus some sound.				Target: Visual figment that cannot extend beyond 24 10-ft. cubes [S]				
□□□□□	Summon Monster II	17	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
	Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				
□□□□□	Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (75 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
□□□□□	Charm Monster	18	Will negates	1 standard action	20 days	Close (75 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes monster believe it is your ally.				Target: One living creature				
□□□□□	Confusion	18	Will negates	1 standard action	20 rounds	Medium (300 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects behave oddly for 20 rounds.				Target: All creatures in a 15-ft. radius burst				
□□□□□	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 3d8+15 damage				Target: Creature touched				
□□□□□	Secret Page	18	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	18	None	1 standard action	200 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
□□□□□	Dominate Person	19	Will negates	1 round	20 days	Close (75 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Controls humanoid telepathically.				Target: One humanoid				
□□□□□	Legend Lore	19	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				
□□□□□	Shadow Conjuration	19	Will disbelief (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
	Effect: Mimics conjuration below 4th level, but only 20% real.				Target: See text				
□□□□□	Shout	19	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				
□□□□□	Speak with Plants	19	None	1 standard action	20 minutes	Personal	V, S	No	Divination
	Effect: You can talk to normal plants and plant creatures.				Target: You				

LEVEL 5

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (300 Feet)	V, S	No	Abjuration
	Effect: As dispel magic, but +20 on check.				Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Persistent Image	20	Will disbelief (if interacted with)	1 standard action	20 minutes [D]	Long (1200 Feet)	V, S, F	No	Illusion (Figment)
	Effect: As major image, but no concentration required.				Target: Visual figment that cannot extend beyond 24 10-ft. cubes [S]				

* =Domain/Speciality Spell

Bard Spells

□□□□□ Song of Discord	20	Will negates	1 standard action	20 rounds	Medium (300 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<i>Effect:</i> Forces targets to attack each other.				<i>Target:</i> Creatures within a 20-ft.-radius spread				
□□□□□ Suggestion, Mass	20	Will negates	1 standard action	20 hours or until completed	Medium (300 Feet)	V, M	Yes	Enchantment (Compulsion)
<i>Effect:</i> As suggestion, plus 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Summon Monster V	20	None	1 round	20 rounds [D]	Close (75 Feet)	V, S, F/DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls extraplanar creature to fight for you.				<i>Target:</i> One or more summoned creatures, no two of which can be more than 30 ft. apart				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Analyze Dweomer	21	None or Will negates; see text	1 standard action	20 rounds [D]	Close (75 Feet)	V, S, F	No	Divination
<i>Effect:</i> Reveals magical aspects of subject.				<i>Target:</i> One object or creature per caster level				
□□□□□ Cure Moderate Wounds, Mass	21	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (75 Feet)	V, S	Yes (harmless) or Yes; see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+20 damage for many creatures.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Eagle's Splendor, Mass	21	Will negates (harmless)	1 standard action	20 minutes	Close (75 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> As eagle's splendor, affects 20 subjects.				<i>Target:</i> 20 creatures, no two of which can be more than 30 ft. apart				
□□□□□ Project Image	21	Will disbelief (if interacted with)	1 standard action	20 rounds [D]	Medium (300 Feet)	V, S, M	No	Illusion (Shadow)
<i>Effect:</i> Illusory double can talk and cast spells.				<i>Target:</i> One shadow duplicate				

* =Domain/Speciality Spell