

Throlinn Male Dwarf Brd12

NAME

Brd12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

4'1"

HEIGHT

166 lbs

WEIGHT

EYES

HAIR

True Neutral

ALIGNMENT

Darkvision (60'),

VISION

Normal

POINTS

0

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	18	+4	18	+4

HP hit points	69	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED						
AC armor class	14	10	14	10	0	0	4	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+8	=	+4	=	+4
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+9/+4				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
Craft (Shipmaking)	INT	10	=	1	+ 9.0	+
Craft (Trapmaking)	INT	12	=	1	+ 11.0	+
Knowledge (Nature)	INT	16	=	1	+ 15.0	+
Perform (Keyboard Instruments)	CHA	17	=	4	+ 13.0	+
Perform (Oratory)	CHA	19	=	4	+ 15.0	+
Perform (Sing)	CHA	19	=	4	+ 15.0	+
Perform (Wind Instruments)	CHA	19	=	4	+ 15.0	+
Use Magic Device	CHA	17	=	4	+ 13.0	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers						
FORTITUDE (constitution)	+6	=	+4	=	+2	=	+0	=	+0	=	+0	=	+0
REFLEX (dexterity)	+12	=	+8	=	+4	=	+0	=	+0	=	+0	=	+0
WILLPOWER (wisdom)	+10	=	+8	=	+2	=	+0	=	+0	=	+0	=	+0

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER							
RANGED attack bonus	+10/+5	=	+9/+4	=	+1	=	+0	=	+0	=	+0	=	+0
GRAPPLE attack bonus	+13/+8	=	+9/+4	=	+4	=	+0	=	+0	=	+0	=	+0
	+10/+5	=	+9/+4	=	+1	=	+0	=	+0	=	+0	=	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+1	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Forge Ring	See Text
Improved Initiative	See Text
Maximize Spell	See Text
Negotiator	See Text
Toughness (1x)	See Text

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	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Bardic knowledge (+13)	
Bardic music 12/day	
Countersong (Su)	
Fascinate (Sp) - can effect 4 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +2	
Inspire Greatness (Su) - can affect 2 people	
Song of Freedom (Su)	
Stability	
Stonecunning	
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	
Common, Dwarven, Orc	

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/Speciality Spell

Bard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dancing Lights	14	None	1 standard action	12 minute [D]	Medium (220 Feet)	V, S	No	Evocation [Light]
Effect: Creates torches or other lights.				Target: Up to four lights, all within a 10- ft.-radius area				
□□□□□ Daze	14	Will negates	1 standard action	12 round	Close (55 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				
□□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 12 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	12 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.				Target: Illusory sounds				
□□□□□ Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.				Target: You				
□□□□□ Read Magic	14	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.				Target: You				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Comprehend Languages	15	None	1 standard action	120 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.				Target: You				
□□□□□ Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 1d8+5 damage				Target: Creature touched				
□□□□□ Grease	15	See text	1 standard action	12 rounds [D]	Close (55 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Makes 10-ft. square or one object slippery.				Target: One object or a 10-ft. square				
□□□□□ Ventriloquism	15	Will disbelief (if interacted with)	1 standard action	12 minutes [D]	Close (55 Feet)	V, F	No	Illusion (Figment)
Effect: Throws voice for 12 minutes.				Target: Intelligible sound, usually speech				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Darkness	16	None	1 standard action	120 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.				Target: Object touched				
□□□□□ Daze Monster	16	Will negates	1 standard action	12 round	Medium (220 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Living creature of 6 HD or less loses next action.				Target: One living creature of 6 HD or less				
□□□□□ Pyrotechnics	16	Will negates or Fortitude negates; see text	1 standard action	1d4+1 rounds, or 1d4+1 rounds Long (880 Feet) after creatures leave the smoke cloud; see text		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				
□□□□□ Tongues	16	Will negates (harmless)	1 standard action	120 minutes	Touch	V, M/DF	No	Divination
Effect: Speak any language.				Target: Creature touched				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Confusion	17	Will negates	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 12 rounds.				Target: All creatures in a 15-ft. radius burst				
□□□□□ Cure Serious Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+12 damage				Target: Creature touched				
□□□□□ Phantom Steed	17	None	10 minutes	12 hours [D]	0 ft.	V, S	No	Conjuration (Creation)
Effect: Magic horse appears for 12 hours.				Target: One quasi-real, horselike creature				
□□□□□ Slow	17	Will negates	1 standard action	12 rounds	Close (55 Feet)	V, S, M	Yes	Transmutation
Effect: 12 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 12 creatures, no two of which can be more than 30 ft. apart				

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+12 damage.				Target: 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				
□□□□□ Secure Shelter	18	None	10 minutes	24 hours [D]	Close (55 Feet)	V, S, M, F; No see text		Conjuration (Creation)
Effect: Creates sturdy cottage.				Target: 20 ft. square structure				

* =Domain/Speciality Spell