

Sam Male Half-orc Brd9

NAME

Brd9

CLASS

9

TCL

72000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Half-orc

RACE

Medium

SIZE

5'11"

HEIGHT

208 lbs

WEIGHT

0

MALE

GENDER

0

AGE

Chaotic Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	14	+2	14	+2
DEX Dexterity	14	+2	14	+2
CON Constitution	12	+1	12	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	18	+4	18	+4

HP  
hit points

49

WOUNDS/CURRENT HP

AC  
armor class

12

TOTAL

10

FLAT

12

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

2

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE  
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK  
bonus

+6/+1

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

TOTAL

+4

BASE SAVE

+3

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

+0

conditional modifiers

+8

BASE SAVE

+6

ABILITY MODIFIER

+2

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

+0

conditional modifiers

+7

BASE SAVE

+6

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

+0

conditional modifiers

MELEE  
attack bonus

TOTAL

+8/+3

BASE ATTACK BONUS

+6/+1

STAT MODIFIER

+2

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED  
attack bonus

TOTAL

+8/+3

BASE ATTACK BONUS

+6/+1

STAT MODIFIER

+2

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

GRAPPLE  
attack bonus

TOTAL

+8/+3

BASE ATTACK BONUS

+6/+1

STAT MODIFIER

+2

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+8/+3

DAMAGE

1d3+2

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Combat Casting

See Text

Craft Magic Arms and Armor

See Text

Magical Aptitude

See Text

Spell Penetration

See Text

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

12/6

MISC MODIFIER

Appraise

INT

14

=

3

+

11.0

+

Bluff

CHA

16

=

4

+

12.0

+

Craft (Painting)

INT

13

=

3

+

10.0

+

Craft (Stonemasonry)

INT

9

=

3

+

6.0

+

Knowledge (Arcana)

INT

14

=

3

+

11.0

+

Knowledge (Geography)

INT

15

=

3

+

12.0

+

Knowledge (History)

INT

14

=

3

+

11.0

+

Perform (Keyboard Instruments)

CHA

16

=

4

+

12.0

+

Perform (Wind Instruments)

CHA

15

=

4

+

11.0

+

Speak Language

12

=

0

+

12.0

+

✓ : can be used untrained. ✗ : 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

+4 to Concentration to use spll or spelllike ability

Bardic knowledge (+12)

Bardic music 9/day

Countersong (Su)

Fascinate (Sp) - can effect 3 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

Inspire Greatness (Su) - can affect 1 people

Orc Blood

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, Aquan, Auran, Celestial, Common, Dwarven, Elven, Giant, Gnomish, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

# 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	4	4	3	0	0	0	0	0	0
PER DAY	3	4	4	3	0	0	0	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 9 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light				
□□□□□	Lullaby	14	Will negates	1 standard action	Concentration + 9 rounds [D]	Medium (190 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Makes subject drowsy; -5 on Spot and Listen checks, -2 on Will saves against sleep.					Target: Living creatures within a 10-ft.-radius burst				
□□□□□	Mage Hand	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Message	14	None	1 standard action	90 minutes	Medium (190 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.					Target: 9 creatures				
□□□□□	Summon Instrument	14	None	1 round	9 minutes [D]	0 ft.	V, S	No	Conjuration (Summoning)
Effect: Summons one instrument of the caster's choice.					Target: One summoned handheld musical instrument				

## LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animate Rope	15	None	1 standard action	9 rounds	Medium (190 Feet)	V, S	No	Transmutation
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 95 ft.; see text				
□□□□□	Comprehend Languages	15	None	1 standard action	90 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.					Target: You				
□□□□□	Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 9 rounds	Close (45 Feet)	V	Yes (object)	Transmutation
Effect: Objects or creatures fall slowly.					Target: 9 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
□□□□□	Magic Mouth	15	Will negates (object)	1 standard action	Permanent until discharged	Close (45 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
Effect: Speaks once when triggered.					Target: One creature or object				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blindness/Deafness	16	Fortitude negates	1 standard action	Permanent [D]	Medium (190 Feet)	V	Yes	Necromancy
Effect: Makes subject blinded or deafened.					Target: One living creature				
□□□□□	Cat's Grace	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes	Transmutation
Effect: Subject gains +4 to Dex for 9 minutes.					Target: Creature touched				
□□□□□	Eagle's Splendor	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 9 minutes.					Target: Creature touched				
□□□□□	Whispering Wind	16	None	1 standard action	No more than 9 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
Effect: Sends a short message 9 miles.					Target: 10-ft.-radius spread				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	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+9 damage					Target: Creature touched				
□□□□□	Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	9 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				
□□□□□	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				

\* =Domain/Speciality Spell