

Bergljot Female Human Brd10

NAME

Brd10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	13	+1	13	+1
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	20	+5	20	+5

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

conditional modifiers

+8

=

+7

+

+1

+

+0

+

+0

+

+11

=

+7

+

+4

+

+0

+

+0

+

MELEE
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

RANGED
attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

GRAPPLE
attack bonus

TOTAL

+9/+4

=

BASE ATTACK BONUS

+7/+2

+

STAT MODIFIER

+2

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+9/+4

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

66.0

Medium

133.0

Heavy

200.0

Lift over head

200.0

Lift off ground

400.0

Push / Drag

1000.0

FEATS

Combat Casting

See Text

Diligent

See Text

Improved Initiative

See Text

Point Blank Shot

See Text

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Female

GENDER

HP
hit points

52

WOUNDS/CURRENT HP

AC
armor class

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

INITIATIVE
modifier

+5

TOTAL

+1

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

DEITY

5'6"

HEIGHT

137 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

1

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

SKILLS

MAX RANKS

13/6.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Craft (Blacksmithing)

INT

11

=

1

+

10.0

+

Craft (Weaponsmithing)

INT

13

=

1

+

12.0

+

Craft (Woodworking)

INT

7

=

1

+

6.0

+

Knowledge (Religion)

INT

14

=

1

+

13.0

+

Perform (Act)

CHA

15

=

5

+

10.0

+

Perform (Dance)

CHA

17

=

5

+

12.0

+

Perform (Keyboard Instruments)

CHA

14

=

5

+

9.0

+

Perform (Percussion Instruments)

CHA

15

=

5

+

10.0

+

Perform (String Instruments)

CHA

17

=

5

+

12.0

+

Spellcraft

INT

11

=

1

+

10.0

+

=

+

+

✓ : 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 (+11)

Bardic music 10/day

Countersong (Su)

Fascinate (Sp) - can effect 4 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

Inspire Greatness (Su) - can affect 1 people

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, Draconic

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/Specialty Spell									

Bard Spells

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

LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Magic	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination
	Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (50 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	10 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
	Effect: Figment sounds.					Target: Illusory sounds			
□□□□□	Know Direction	15	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
	Effect: You discern north.					Target: You			
□□□□□	Lullaby	15	Will negates	1 standard action	Concentration + 10 rounds [D]	Medium (200 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	15	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
	Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.			

LEVEL 1

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Expeditious Retreat	16	None	1 standard action	10 minutes [D]	Personal	V, S	No	Transmutation
	Effect: Your speed increases by 30 ft.					Target: You			
□□□□□	Magic Aura	16	None; see text	1 standard action	10 days [D]	Touch	V, S, F	No	Illusion (Glamour)
	Effect: Alters object's magic aura.					Target: One touched object weighing up to 50 lbs			
□□□□□	Magic Mouth	16	Will negates (object)	1 standard action	Permanent until discharged	Close (50 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
	Effect: Speaks once when triggered.					Target: One creature or object			
□□□□□	Undetectable Alignment	16	Will negates (object)	1 standard action	24 hours	Close (50 Feet)	V, S	Yes (object)	Abjuration
	Effect: Conceals alignment for 24 hours.					Target: One creature or object			

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animal Messenger	17	None; see text	1 standard action	10 days	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Sends a Tiny animal to a specific place.					Target: One Tiny animal			
□□□□□	Cat's Grace	17	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation
	Effect: Subject gains +4 to Dex for 10 minutes.					Target: Creature touched			
□□□□□	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			
□□□□□	Misdirection	17	None or Will negates; see text	1 standard action	10 hours	Close (50 Feet)	V, S	No	Illusion (Glamour)
	Effect: Misleads divinations for one creature or object.					Target: One creature or object, up to a 10-ft. cube in size			

LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Confusion	18	Will negates	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subjects behave oddly for 10 rounds.					Target: All creatures in a 15-ft. radius burst			
□□□□□	Major Image	18	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (800 Feet)	V, S, F	No	Illusion (Figment)
	Effect: As silent image, plus sound, smell and thermal effects.					Target: Visual figment that cannot extend beyond 14 10-ft. cubes[S]			
□□□□□	Sculpt Sound	18	Will negates (object)	1 standard action	10 hours [D]	Close (50 Feet)	V, S	Yes (object)	Transmutation
	Effect: Creates new sounds or changes existing ones.					Target: 10 creatures or objects, no two of which can be more than 30 ft. apart			
□□□□□	Summon Monster III	18	None	1 round	10 rounds [D]	Close (50 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			

LEVEL 4

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Dominate Person	19	Will negates	1 round	10 days	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Controls humanoid telepathically.					Target: One humanoid			
□□□□□	Hold Monster	19	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: As hold person, but any creature.					Target: One living creature			

* =Domain/Specialty Spell

Created using PCGen

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For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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