

Alust Male Elf Brd12

NAME	
Brd12	132000
CLASS	EXPERIENCE
12	78000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	13	+1	13	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	21	+5	21	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+5	+4	+1	+0	+0		
REFLEX (dexterity)	+10	+8	+2	+0	+0		
WILLPOWER (wisdom)	+9	+8	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+13/+8	+9/+4	+4	+0	+0	
RANGED attack bonus	+11/+6	+9/+4	+2	+0	+0	
GRAPPLE attack bonus	+13/+8	+9/+4	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	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	
Blind-Fight	See Text
Far Shot	See Text
Forge Ring	See Text
Point Blank Shot	See Text
Run	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
53		
AC	armor class	
12		
TOTAL	FLAT	TOUCH
INITIATIVE	modifier	
+2		
TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	
+9/+4		

DEITY	
4'11"	115 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	2	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

True Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

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

SKILLS		MAX RANKS		15/7.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Pottery)	INT	14	= 2	+ 12.0 +
Craft (Shipmaking)	INT	13	= 2	+ 11.0 +
Disguise	CHA	12	= 5	+ 7.0 +
Knowledge (Arcana)	INT	6	= 2	+ 4.0 +
Knowledge (Nobility and Royalty)	INT	16	= 2	+ 14.0 +
Perform (Comedy)	CHA	20	= 5	+ 15.0 +
Perform (Dance)	CHA	19	= 5	+ 14.0 +
Perform (Oratory)	CHA	18	= 5	+ 13.0 +
Perform (String Instruments)	CHA	20	= 5	+ 15.0 +
Speak Language		8	= 0	+ 8.0 +
Tumble	DEX	9	= 2	+ 7.0 +
✓ : 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
+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 (+14)
Bardic music 12/day
Countersong (Su)
Fascinate (Sp) - can effect 4 creature
Immunity to magic sleep effects.
Inspire Competence (Su)
Inspire Courage (Su) +2
Inspire Greatness (Su) - can affect 2 people
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
Abyssal, Celestial, Common, Draconic, Elven, Gnoll, Gnome, Goblin, 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 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	5	4	4	3	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 12 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.				Target: Cone-shaped emanation				
Light	15	None	1 standard action	120 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	120 minutes	Medium (220 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.				Target: 12 creatures				
Prestidigitation	15	See text	1 standard action	12 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.				Target: See text				
Read Magic	15	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
Hypnotism	16	Will negates	1 round	2d4 rounds [D]	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Fascinates 2d4 HD of creatures.				Target: Several living creatures, no two of which may be more than 30 ft. apart				
Silent Image	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (880 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]				
Summon Monster I	16	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One summoned creature				
Ventriloquism	16	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
Alter Self	17	None	1 standard action	120 minutes [D]	Personal	V, S	No	Transmutation
Effect: Assume form of a similar creature.				Target: You				
Blur	17	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
Effect: Attacks miss subject 20% of the time.				Target: Creature touched				
Fox's Cunning	17	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 Int for 12 minutes.				Target: Creature touched				
Hold Person	17	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 12 rounds.				Target: One humanoid creature				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
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+12 damage				Target: Creature touched				
Phantom Steed	18	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				
Scrying	18	Will negates	1 hour	12 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.				Target: Magical sensor				
Summon Monster III	18	None	1 round	12 rounds [D]	Close (55 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
Cure Critical Wounds	19	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				
Hold Monster	19	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.				Target: One living creature				
Invisibility, Greater	19	Will negates (harmless)	1 standard action	12 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but subject can attack and stay invisible.				Target: You or creature touched				

* =Domain/Speciality Spell

Created using PCGen

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak & Dimrill.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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