

Jorunn Female Human Brd7

NAME

Brd7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+9

=

+5

+

+4

+

+0

+

+0

+

+6

=

+5

+

+1

+

+0

+

+0

+

conditional modifiers

TOTAL

MELEE  
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED  
attack bonus

+9

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+4

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE  
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+1

+

SIZE MODIFIER

+0

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+6

DAMAGE

1d3+1

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Craft Wondrous Item	See Text
Eschew Materials	See Text
Negotiator	See Text

NPC

PLAYERNAME

Human

Medium

4'8"

97 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

HP  
hit points

37

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

14

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE  
modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+5

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

SKILLS					MAX RANKS	10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Pottery)	INT	8	=	1	+ 7.0 +	
Craft (Stonemasonry)	INT	3	=	1	+ 2.0 +	
Knowledge (Local)	INT	11	=	1	+ 10.0 +	
Knowledge (The Planes)	INT	8	=	1	+ 7.0 +	
Perform (Act)	CHA	14	=	4	+ 10.0 +	
Perform (Comedy)	CHA	12	=	4	+ 8.0 +	
Perform (Keyboard Instruments)	CHA	14	=	4	+ 10.0 +	
Perform (Oratory)	CHA	14	=	4	+ 10.0 +	
Perform (String Instruments)	CHA	12	=	4	+ 8.0 +	
Perform (Wind Instruments)	CHA	12	=	4	+ 8.0 +	
			=	+	+	

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

Bardic knowledge (+8)

Bardic music 7/day

Countersong (Su)

Fascinate (Sp) - can effect 3 creature

Inspire Competence (Su)

Inspire Courage (Su) +1

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, Infernal

# 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	2	0	0	0	0	0	0
PER DAY	3	4	3	1	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 7 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 (40 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 + 7 rounds [D]	Medium (170 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				
□□□□□	Read Magic	14	None	1 standard action	70 minutes	Personal	V, S, F	No	Divination
	Effect: Read scrolls and spellbooks.				Target: You				
□□□□□	Resistance	14	Will negates (harmless)	1 standard action	7 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
	Effect: Subject gains +1 on saving throws.				Target: Creature touched				
□□□□□	Summon Instrument	14	None	1 round	7 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
□□□□□	Charm Person	15	Will negates	1 standard action	7 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
	Effect: Makes one person your friend.				Target: One humanoid creature				
□□□□□	Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 7 rounds	Close (40 Feet)	V	Yes (object)	Transmutation
	Effect: Objects or creatures fall slowly.				Target: 7 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
□□□□□	Hideous Laughter	15	Will negates	1 standard action	7 rounds	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
	Effect: Subject loses actions for 7 rounds.				Target: One creature; see text				
□□□□□	Sleep	15	Will negates	1 round	7 minutes	Medium (170 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	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
	Effect: Cures 2d8+7 damage				Target: Creature touched				
□□□□□	Hypnotic Pattern	16	Will negates	1 standard action	Concentration + 2 rounds	Medium (170 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
	Effect: Fascinates [2d4 + level] HD of creatures.				Target: Colorful lights in a 10-ft.-radius spread				
□□□□□	Mirror Image	16	None	1 standard action	7 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
	Effect: Creates decoy duplicates of you 8.				Target: You				
□□□□□	Whispering Wind	16	None	1 standard action	No more than 7 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
	Effect: Sends a short message 7 miles.				Target: 10-ft.-radius spread				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	7 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				
□□□□□	Tiny Hut	17	None	1 standard action	14 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
	Effect: Creates shelter for ten creatures.				Target: 20-ft.-radius sphere centered on your location				

\* =Domain/Speciality Spell