

Drusilia Female Elf Brd10

NAME

Brd10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	14	+2	14	+2
CON Constitution	16	+3	16	+3
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	14	+2	14	+2

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+6

=

+3

+

+3

+

+0

+

+0

+

conditional modifiers

+9

=

+7

+

+2

+

+0

+

+0

+

+11

=

+7

+

+4

+

+0

+

+0

+

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+9/+4	=	+7/+2	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+8/+3	=	+7/+2	+	+1	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+8/+3	1d3+1	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

Alertness	See Text
Brew Potion	See Text
Craft Wand	See Text

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'3"

HEIGHT

120 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

HP

hit points

60

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 MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

DEITY

5'3"

HEIGHT

120 lbs

WEIGHT

0

AGE

Female

GENDER

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK 30'

SKILLS

MAX RANKS 13/6.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Bluff	CHA	15	=	2	+ 13.0 +
Craft (Leatherworking)	INT	9	=	1	+ 8.0 +
Craft (Painting)	INT	5	=	1	+ 4.0 +
Perform (Keyboard Instruments)	CHA	15	=	2	+ 13.0 +
Perform (Oratory)	CHA	7	=	2	+ 5.0 +
Perform (Percussion Instruments)	CHA	10	=	2	+ 8.0 +
Perform (Sing)	CHA	11	=	2	+ 9.0 +
Perform (String Instruments)	CHA	14	=	2	+ 12.0 +
Sleight of Hand	DEX	16	=	2	+ 12.0 + 2
Use Magic Device	CHA	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 (+11)

Bardic music 10/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 1 people

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

Common, Elven, Goblin

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	0	0	0	0	0	0
PER DAY	3	4	4	2	0	0	0	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Daze	12	Will negates	1 standard action	10 round	Close (50 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	12	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				
□□□□□	Ghost Sound	12	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				
□□□□□	Lullaby	12	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				
□□□□□	Message	12	None	1 standard action	100 minutes	Medium (200 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.					Target: 10 creatures				
□□□□□	Resistance	12	Will negates (harmless)	1 standard action	10 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
Effect: Subject gains +1 on saving throws.					Target: Creature touched				

LEVEL 1									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Animate Rope	13	None	1 standard action	10 rounds	Medium (200 Feet)	V, S	No	Transmutation
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 100 ft.; see text				
□□□□□	Comprehend Languages	13	None	1 standard action	100 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.					Target: You				
□□□□□	Silent Image	13	Will disbelief (if interacted with)	1 standard action	Concentration	Long (800 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]				
□□□□□	Sleep	13	Will negates	1 round	10 minutes	Medium (200 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
□□□□□	Detect Thoughts	14	Will negates; see text	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
Effect: Allows 'listening' to surface thoughts.					Target: Cone-shaped emanation				
□□□□□	Eagle's Splendor	14	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 10 minutes.					Target: Creature touched				
□□□□□	Glitterdust	14	Will negates (blinding only)	1 standard action	10 rounds	Medium (200 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread				
□□□□□	Locate Object	14	None	1 standard action	10 minutes	Long (800 Feet)	V, S, F/DF	No	Divination
Effect: Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 800 ft.				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Deep Slumber	15	Will negates	1 round	10 minutes	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Puts 10 HD of creatures to sleep.					Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□	Dispel Magic	15	None	1 standard action	Instantaneous	Medium (200 Feet)	V, S	No	Abjuration
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□	Invisibility Sphere	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	10 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				
□□□□□	See Invisibility	15	None	1 standard action	100 minutes [D]	Personal	V, S, M	No	Divination
Effect: Reveals invisible creatures or objects.					Target: You				

\* =Domain/Speciality Spell