

Elsa Female Human Brd6

NAME

Brd6

CLASS

30000

EXPERIENCE

6

21000

NEXT LEVEL

TCL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+3	= +2	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+6	= +5	+ +1	+ +0	+ +0	+	
WILLPOWER (wisdom)	+8	= +5	+ +3	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+5	= +4	+ +1	+ +0	+ +0	+
RANGED attack bonus	+5	= +4	+ +1	+ +0	+ +0	+
GRAPPLE attack bonus	+5	= +4	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	1d3+1	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
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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
Craft Wand	See Text
Diligent	See Text
Run	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

4'11"

HEIGHT

115 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

POINTS

HP hit points	28	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED			
AC armor class	11	: 10	: 11	= 10	+ 0	+ 0	+ 1	+ 0	+ 0	+ 0	0	+0	0	
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	+1	= +1	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+4		

SKILLS		MAX RANKS		9/4.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Alchemy)	INT	8	= 4	+ 4.0	+
Craft (Carpentry)	INT	9	= 4	+ 5.0	+
Craft (Leatherworking)	INT	10	= 4	+ 6.0	+
Craft (Sculpting)	INT	8	= 4	+ 4.0	+
Knowledge (Arcana)	INT	11	= 4	+ 7.0	+
Knowledge (Dungeoneering)	INT	12	= 4	+ 8.0	+
Perform (Act)	CHA	13	= 4	+ 9.0	+
Perform (Dance)	CHA	13	= 4	+ 9.0	+
Perform (Keyboard Instruments)	CHA	13	= 4	+ 9.0	+
Perform (Oratory)	CHA	10	= 4	+ 6.0	+
Perform (String Instruments)	CHA	11	= 4	+ 7.0	+
Perform (Wind Instruments)	CHA	12	= 4	+ 8.0	+
✓ Sense Motive	WIS	11	= 3	+ 8.0	+
Spellcraft	INT	15	= 4	+ 9.0	+ 2
					= + +
					✓ : can be used untrained. X : 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
Bardic knowledge (+10)
Bardic music 6/day
Countersong (Su)
Fascinate (Sp) - can effect 2 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
Aquan, Common, Dwarven, Goblin, 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	3	0	0	0	0	0	0	0
PER DAY	3	4	3	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□Dancing Lights	14	None	1 standard action	6 minute [D]	Medium (160 Feet)	V, S	No	Evocation [Light]	
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10- ft.-radius area				
□□□□□Detect Magic	14	None	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	No	Divination	
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□Mending	14	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	14	None	1 standard action	60 minutes	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]	
Effect: Whispered conversation at distance.					Target: 6 creatures				
□□□□□Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation	
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□Resistance	14	Will negates (harmless)	1 standard action	6 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	
□□□□□Cause Fear	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living creature with 5 or fewer HD				
□□□□□Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	
Effect: Cures 1d8+5 damage					Target: Creature touched				
□□□□□Erase	15	See text	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Transmutation	
Effect: Mundane or magical writing vanishes.					Target: One scroll or two pages				
□□□□□Magic Mouth	15	Will negates (object)	1 standard action	Permanent until discharged	Close (40 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	
□□□□□Enthrall	16	Will negates; see text	1 round	6 hour or less	Medium (160 Feet)	V, S	Yes	Enchantment (Charm)	
Effect: Captivates all within 160 ft.					Target: Any number of creatures				
□□□□□Summon Swarm	16	None	1 round	Concentration + 2 rounds	Close (40 Feet)	V, S, M/DF	No	Conjuration (Summoning)	
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm of bats, rats, or spiders				
□□□□□Whispering Wind	16	None	1 standard action	No more than 6 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]	
Effect: Sends a short message 6 miles.					Target: 10-ft.-radius spread				

* =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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