

Gudmund Male Human Brd14

NAME

Brd14

CLASS

14

TCL

182000

EXPERIENCE

105000

NEXT LEVEL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+8	= +4	+ +4	+ +0	+ +0		
REFLEX (dexterity)	+12	= +9	+ +1	+ +0	+ +2		
WILLPOWER (wisdom)	+10	= +9	+ +1	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+11/+6	=	+10/+5	+ +1	+ +0	+ +0	
RANGED attack bonus	+11/+6	=	+10/+5	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+11/+6	=	+10/+5	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	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

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	
Brew Potion	See Text
Combat Casting	See Text
Eschew Materials	See Text
Forge Ring	See Text
Lightning Reflexes	See Text
Spell Penetration	See Text

NPC

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

HP hit points	117	WOUNDS/CURRENT HP		
AC armor class	11	10	11	10
	TOTAL	FLAT	TOUCH	BASE

INITIATIVE modifier	+1	=	+1	+ +0
	TOTAL		DEX MODIFIER	MISC MODIFIER

BASE ATTACK bonus	+10/+5
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DEITY

6'1"

HEIGHT

210 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	1	0
		NATURAL ARMOR MODIFIER	MISC MODIFIER
		0	0
		MISS CHANCE	

SKILLS		MAX RANKS	17/8.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER

CONCENTRATION	CON	17	=	4	+ 13.0	+
Craft (Woodworking)	INT	10	=	1	+ 9.0	+
Knowledge (Religion)	INT	18	=	1	+ 17.0	+
Perform (Act)	CHA	22	=	5	+ 17.0	+
Perform (Comedy)	CHA	21	=	5	+ 16.0	+
Perform (Dance)	CHA	19	=	5	+ 14.0	+
Perform (Percussion Instruments)	CHA	19	=	5	+ 14.0	+
Perform (Sing)	CHA	15	=	5	+ 10.0	+
Perform (Wind Instruments)	CHA	15	=	5	+ 10.0	+
Use Magic Device	CHA	21	=	5	+ 16.0	+

✓ : 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
+4 to Concentration to use spll or spelllike ability
Bardic knowledge (+15)
Bardic music 14/day
Countersong (Su)
Fascinate (Sp) - can effect 5 creature
Inspire Competence (Su)
Inspire Courage (Su) +3
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, 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

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	4	3	0	0	0	0
	PER DAY	4	5	4	4	4	2	0	0	0	0
LEVEL 0											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Dancing Lights	15	None	1 standard action	14 minute [D]	Medium (240 Feet)	V, S	No	Evocation [Light]		
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area						
□□□□□	Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (60 Feet)	V	Yes	Evocation [Light]		
Effect: Dazzles one creature [-1 on attack rolls].					Target: Burst of light						
□□□□□	Light	15	None	1 standard action	140 minutes [D]	Touch	V, M/DF	No	Evocation [Light]		
Effect: Object shines like a torch.					Target: Object touched						
□□□□□	Lullaby	15	Will negates	1 standard action	Concentration + 14 rounds [D]	Medium (240 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 (60 Feet)	V, S	No	Transmutation		
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.						
□□□□□	Resistance	15	Will negates (harmless)	1 standard action	14 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	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 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	16	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						
□□□□□	Disguise Self	16	None	1 standard action	140 minutes [D]	Personal	V, S	No	Illusion (Glamour)		
Effect: Changes your appearance.					Target: You						
□□□□□	Identify	16	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination		
Effect: Determines properties of magic item.					Target: One touched object						
LEVEL 2											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	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						
□□□□□	Hold Person	17	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: Paralyzes one humanoid for 14 rounds.					Target: One humanoid creature						
□□□□□	Sound Burst	17	Fortitude partial	1 standard action	Instantaneous	Close (60 Feet)	V, S, F/DF	Yes	Evocation [Sonic]		
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread						
□□□□□	Suggestion	17	Will negates	1 standard action	14 hours or until completed	Close (60 Feet)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]		
Effect: Compels subject to follow stated course of action.					Target: One living creature						
LEVEL 3											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Daylight	18	None	1 standard action	140 minutes [D]	Touch	V, S	No	Evocation [Light]		
Effect: 60-ft. radius of bright light.					Target: Object touched						
□□□□□	Glibness	18	None	1 standard action	140 minutes [D]	Personal	S	No	Transmutation		
Effect: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment.					Target: You						
□□□□□	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration		
Effect: Frees object or person from curse.					Target: Creature or item touched						
□□□□□	Slow	18	Will negates	1 standard action	14 rounds	Close (60 Feet)	V, S, M	Yes	Transmutation		
Effect: 14 subjects takes only one action/round, -2 to AC, -2 on attack rolls.					Target: 14 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		
□□□□□	Hold Monster	19	Will negates; see text	1 standard action	14 rounds [D]; see text	Medium (240 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]		
Effect: As hold person, but any creature.					Target: One living creature						
□□□□□	Neutralize Poison	19	Will negates (harmless, object)	1 standard action	140 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)		
Effect: Immunizes subject against poison, detoxifies venom in or on subject.					Target: Creature or object of up to 14 cu. ft. touched						
□□□□□	Secure Shelter	19	None	10 minutes	28 hours [D]	Close (60 Feet)	V, S, M, F; No see text		Conjuration (Creation)		
Effect: Creates sturdy cottage.					Target: 20 ft. square structure						
□□□□□	Shout	19	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]		
Effect: Deafens all within cone and deals 5d6 sonic damage.					Target: Cone-shaped burst						
LEVEL 5											
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
□□□□□	Dispel Magic, Greater	20	None	1 standard action	Instantaneous	Medium (240 Feet)	V, S	No	Abjuration		
Effect: As dispel magic, but +20 on check.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst						
□□□□□	Heroism, Greater	20	Will negates (harmless)	1 standard action	14 minutes	Touch	V, S	Yes (harmless)	Enchantment (Compulsion)		
Effect: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.					Target: Creature touched						
□□□□□	Nightmare	20	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]		
Effect: Sends vision dealing 1d10 damage, fatigue.					Target: One living creature						
* =Domain/Speciality Spell											