

Whared Male Dwarf Brd6

NAME

Brd6

CLASS

6

TCL

30000

EXPERIENCE

21000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

Medium

SIZE

4'2"

HEIGHT

160 lbs

WEIGHT

0

MALE

GENDER

0

AGE

0

HAIR

Chaotic Evil

ALIGNMENT

Darkvision (60'),

VISION

Normal

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	15	+2	15	+2
CON Constitution	14	+2	14	+2
INT Intelligence	15	+2	15	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	17	+3	17	+3

HP hit points	37	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	12	10	12	10	0	0	2	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+2	=	+2	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+4				

SPEED		
Walk 20'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+4	=	+2	+2	+0	+0	
REFLEX (dexterity)	+7	=	+5	+2	+0	+0	
WILLPOWER (wisdom)	+6	=	+5	+1	+0	+0	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+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
Lift over head	300.0	Lift off ground	600.0
		Push / Drag	1500.0

FEATS	
Dodge	See Text
Point Blank Shot	See Text
Rapid Shot	See Text

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
Craft (Trapmaking)	INT	4	=	2	+ 2.0	+
Craft (Weaponsmithing)	INT	13	=	2	+ 9.0	+ 2
Knowledge (Dungeoneering)	INT	11	=	2	+ 9.0	+
Knowledge (The Planes)	INT	11	=	2	+ 9.0	+
Move Silently	DEX	10	=	2	+ 8.0	+
Perform (Act)	CHA	12	=	3	+ 9.0	+
Perform (Keyboard Instruments)	CHA	12	=	3	+ 9.0	+
Perform (Sing)	CHA	12	=	3	+ 9.0	+
Perform (Wind Instruments)	CHA	11	=	3	+ 8.0	+

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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	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Bardic knowledge (+8)	
Bardic music 6/day	
Countersong (Su)	
Fascinate (Sp) - can effect 2 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +1	
Stability	
Stonecunning	
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, Dwarven, Goblin, Orc	

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	13	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	13	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				
□□□□□Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)	
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□Mage Hand	13	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation	
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□Message	13	None	1 standard action	60 minutes	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]	
Effect: Whispered conversation at distance.					Target: 6 creatures				
□□□□□Read Magic	13	None	1 standard action	60 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	
□□□□□Animate Rope	14	None	1 standard action	6 rounds	Medium (160 Feet)	V, S	No	Transmutation	
Effect: Makes a rope move at your command.					Target: One ropelike object, length up to 80 ft.; see text				
□□□□□Feather Fall	14	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 6 rounds	Close (40 Feet)	V	Yes (object)	Transmutation	
Effect: Objects or creatures fall slowly.					Target: 6 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
□□□□□Magic Mouth	14	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				
□□□□□Ventriloquism	14	Will disbelief (if interacted with)	1 standard action	6 minutes [D]	Close (40 Feet)	V, F	No	Illusion (Figment)	
Effect: Throws voice for 6 minutes.					Target: Intelligible sound, usually speech				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	
□□□□□Cat's Grace	15	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M	Yes	Transmutation	
Effect: Subject gains +4 to Dex for 6 minutes.					Target: Creature touched				
□□□□□Hold Person	15	Will negates; see text	1 standard action	6 rounds [D]; see text	Medium (160 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	
Effect: Paralyzes one humanoid for 6 rounds.					Target: One humanoid creature				
□□□□□Minor Image	15	Will disbelief (if interacted with)	1 standard action	Concentration +2 rounds	Long (640 Feet)	V, S, F	No	Illusion (Figment)	
Effect: As silent image, plus some sound.					Target: Visual figment that cannot extend beyond 10 10-ft. cubes [S]				

* =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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