

Xanathe Female Elf Brd9

NAME

Brd9

72000

CLASS

EXPERIENCE

9

45000

TCL

NEXT LEVEL

| | | | | |
|---------------------|---------------|------------------|------------|---------------|
| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
| STR Strength | 18 | +4 | 18 | +4 |
| DEX Dexterity | 17 | +3 | 17 | +3 |
| CON Constitution | 10 | +0 | 10 | +0 |
| INT Intelligence | 12 | +1 | 12 | +1 |
| WIS Wisdom | 12 | +1 | 12 | +1 |
| CHA Charisma | 20 | +5 | 20 | +5 |

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+3

=

+3

+

+0

+

+0

+

+0

+

conditional modifiers

+9

=

+6

+

+3

+

+0

+

+0

+

+7

=

+6

+

+1

+

+0

+

+0

+

| | | | | | | | | | | | |
|-------------------------|--------|---|-------------------|---|---------------|---|---------------|---|---------------|---|---------------|
| | TOTAL | | BASE ATTACK BONUS | | STAT MODIFIER | | SIZE MODIFIER | | MISC MODIFIER | | TEMP MODIFIER |
| MELEE attack bonus | +10/+5 | = | +6/+1 | + | +4 | + | +0 | + | +0 | + | |
| RANGED attack bonus | +9/+4 | = | +6/+1 | + | +3 | + | +0 | + | +0 | + | |
| GRAPPLE attack bonus | +10/+5 | = | +6/+1 | + | +4 | + | +0 | + | +0 | + | |

| | | | |
|---------|--------------------|--------|----------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | +10/+5 | 1d3+4 | 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 | 100.0 | Medium | 200.0 | Heavy | 300.0 |
| Lift over head | 300.0 | Lift off ground | 600.0 | Push / Drag | 1500.0 |

FEATS

| | |
|-----------------------------|----------|
| Blind-Fight | See Text |
| Craft Rod | See Text |
| Scribe Scroll | See Text |
| Skill Focus (Perform (Act)) | See Text |

NPC

PLAYERNAME

Elf

Medium

4'9"

100 lbs

Low-Light, Normal

VISION

0

POINTS

HP

33

WOUNDS/CURRENT HP

AC

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+6/+1

bonus

DEITY

4'9"

100 lbs

Low-Light, Normal

VISION

0

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

WALK

30'

SKILLS

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|---------------------------|-------------|----------------|------------------|-------|---------------|
| Craft (Alchemy) | INT | 7 | = | 1 | + 6.0 + |
| Craft (Carpentry) | INT | 13 | = | 1 | + 12.0 + |
| Craft (Pottery) | INT | 12 | = | 1 | + 11.0 + |
| Craft (Sculpting) | INT | 12 | = | 1 | + 11.0 + |
| Knowledge (Dungeoneering) | INT | 12 | = | 1 | + 11.0 + |
| Perform (Act) | CHA | 20 | = | 5 | + 12.0 + 3 |
| Perform (Dance) | CHA | 15 | = | 5 | + 10.0 + |
| Perform (Sing) | CHA | 17 | = | 5 | + 12.0 + |

✓ : 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

+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 (+10)

Bardic music 9/day

Countersong (Su)

Fascinate (Sp) - can effect 3 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, Gnoll

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 | 3 | 0 | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 3 | 5 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | 0 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|-------------------------|-------------------|--|-------------------|------------|------------------|------------------------------------|
| □□□□□ Detect Magic | 15 | None | 1 standard action | Concentration, up to 9 minutes [D] | 60 ft. | V, S | No | Divination |
| Effect: Detects spells and magic items within 60 ft. | | | | Target: Cone-shaped emanation | | | | |
| □□□□□ Flare | 15 | Fortitude negates | 1 standard action | Instantaneous | Close (45 Feet) | V | Yes | Evocation [Light] |
| Effect: Dazzles one creature [-1 on attack rolls]. | | | | Target: Burst of light | | | | |
| □□□□□ Light | 15 | None | 1 standard action | 90 minutes [D] | Touch | V, M/DF | No | Evocation [Light] |
| Effect: Object shines like a torch. | | | | Target: Object touched | | | | |
| □□□□□ Message | 15 | None | 1 standard action | 90 minutes | Medium (190 Feet) | V, S, F | No | Transmutation [Language-Dependent] |
| Effect: Whispered conversation at distance. | | | | Target: 9 creatures | | | | |
| □□□□□ Resistance | 15 | Will negates (harmless) | 1 standard action | 9 minute | Touch | V, S, M/DF | Yes (harmless) | Abjuration |
| Effect: Subject gains +1 on saving throws. | | | | Target: Creature touched | | | | |
| □□□□□ Summon Instrument | 15 | None | 1 round | 9 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 |
|--|----|--------------------------------|-------------------|---|-------------------|---------|--------------------------|---|
| □□□□□ 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 | | | | |
| □□□□□ Expeditious Retreat | 16 | None | 1 standard action | 9 minutes [D] | Personal | V, S | No | Transmutation |
| Effect: Your speed increases by 30 ft. | | | | Target: You | | | | |
| □□□□□ Sleep | 16 | Will negates | 1 round | 9 minutes | Medium (190 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 | | | | |
| □□□□□ Unseen Servant | 16 | None | 1 standard action | 9 hours | Close (45 Feet) | V, S, M | No | Conjuration (Creation) |
| Effect: Invisible force obeys your commands. | | | | Target: One invisible, mindless, shapeless servant | | | | |

LEVEL 2

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|--|----|--------------------------------|-------------------|-----------------------------|-----------------|---------|--------------------------|---|
| □□□□□ Blur | 17 | Will negates (harmless) | 1 standard action | 9 minutes [D] | Touch | V | Yes (harmless) | Illusion (Glamour) |
| Effect: Attacks miss subject 20% of the time. | | | | Target: Creature touched | | | | |
| □□□□□ 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+9 damage | | | | Target: Creature touched | | | | |
| □□□□□ Suggestion | 17 | Will negates | 1 standard action | 9 hours or until completed | Close (45 Feet) | V, M | Yes | Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] |
| Effect: Compels subject to follow stated course of action. | | | | Target: One living creature | | | | |
| □□□□□ Tongues | 17 | Will negates (harmless) | 1 standard action | 90 minutes | Touch | V, M/DF | No | Divination |
| Effect: Speak any language. | | | | Target: Creature touched | | | | |

LEVEL 3

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
|---|----|------------------------------|-------------------|--|-------------------|------------|------------------|---|
| □□□□□ Confusion | 18 | Will negates | 1 standard action | 9 rounds | Medium (190 Feet) | V, S, M/DF | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| Effect: Subjects behave oddly for 9 rounds. | | | | Target: All creatures in a 15-ft. radius burst | | | | |
| □□□□□ Haste | 18 | Fortitude negates (harmless) | 1 standard action | 9 rounds | Close (45 Feet) | V, S, M | Yes (harmless) | Transmutation |
| Effect: 9 creatures moves faster, +1 on attack rolls, AC, and Reflex saves. | | | | Target: 9 creatures, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ Speak with Animals | 18 | None | 1 standard action | 9 minutes | Personal | V, S | No | Divination |
| Effect: You can communicate with animals. | | | | Target: You | | | | |

* =Domain/Speciality Spell