

Sighvat Male Human Ftr4Brd8

NAME	
Ftr4 Brd8	68000
CLASS	EXPERIENCE
12	78000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	12	+1	12	+1
CON Constitution	13	+1	13	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +6	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+8	= +7	+ +1	+ +0	+ +0		
WILLPOWER (wisdom)	+8	= +7	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	
RANGED attack bonus	+11/+6	= +10/+5	+ +1	+ +0	+ +0	
GRAPPLE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	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	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Craft Wondrous Item	See Text
Exotic Weapon Proficiency	See Text
Improved Initiative	See Text
Point Blank Shot	See Text
Power Attack	See Text
Skill Focus (Perform (Sing))	See Text
Toughness (1x)	See Text

NPC

PLAYERNAME		DEITY	
Human	Medium	5'11"	185 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
hit points	65								Walk 30'
armor class	11	: 10	: 11	= 10	+ 0	+ 0	+ 1	+ 0	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER

INITIATIVE modifier	+5	= +1	+ +4
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+10/+5		

SKILLS		MAX RANKS		15/7.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Climb	STR	12	= 4	+ 8.0	+
✓ Escape Artist	DEX	11	= 1	+ 10.5	+
✓ Gather Information	CHA	12	= 4	+ 8.0	+
✓ Handle Animal	CHA	11	= 4	+ 7.5	+
✓ Heal	WIS	4	= 1	+ 3.0	+
✓ Hide	DEX	9	= 1	+ 8.0	+
✓ Intimidate	CHA	5	= 4	+ 1.0	+
Knowledge (Arcana)	INT	11	= 1	+ 10.0	+
Knowledge (Architecture and Engineering)	INT	10	= 1	+ 9.0	+
Perform (Sing)	CHA	15	= 4	+ 11.0	+
Perform (Wind Instruments)	CHA	15	= 4	+ 11.0	+
✓ : 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	
Bardic knowledge (+9)	
Bardic music 8/day	
Countersong (Su)	
Fascinate (Sp) - can effect 3 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +2	
Suggestion (Sp)	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer, Whip	

LANGUAGES	
Common, 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	4	4	2	0	0	0	0	0	0

## LEVEL 0

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Detect Magic	14	None	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Flare	14	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				
□□□□□	Know Direction	14	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Mage Hand	14	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
Effect: 5-pound telekinesis.					Target: One nonmagical, unattended object weighing up to 5 lb.				
□□□□□	Message	14	None	1 standard action	80 minutes	Medium (180 Feet)	V, S, F	No	Transmutation [Language-Dependent]
Effect: Whispered conversation at distance.					Target: 8 creatures				
□□□□□	Read Magic	14	None	1 standard action	80 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
□□□□□	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				
□□□□□	Disguise Self	15	None	1 standard action	80 minutes [D]	Personal	V, S	No	Illusion (Glamour)
Effect: Changes your appearance.					Target: You				
□□□□□	Identify	15	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
Effect: Determines properties of magic item.					Target: One touched object				
□□□□□	Undetectable Alignment	15	Will negates (object)	1 standard action	24 hours	Close (45 Feet)	V, S	Yes (object)	Abjuration
Effect: Conceals alignment for 24 hours.					Target: One creature or object				

## LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Blur	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
Effect: Attacks miss subject 20% of the time.					Target: Creature touched				
□□□□□	Fox's Cunning	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 Int for 8 minutes.					Target: Creature touched				
□□□□□	Sound Burst	16	Fortitude partial	1 standard action	Instantaneous	Close (45 Feet)	V, S, F/DF	Yes	Evocation [Sonic]
Effect: Deals 1d8 sonic damage to subjects; may stun them.					Target: 10-ft.-radius spread				
□□□□□	Whispering Wind	16	None	1 standard action	No more than 8 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
Effect: Sends a short message 8 miles.					Target: 10-ft.-radius spread				

## LEVEL 3

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Charm Monster	17	Will negates	1 standard action	8 days	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes monster believe it is your ally.					Target: One living creature				
□□□□□	Fear	17	Will partial	1 standard action	8 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
Effect: Subjects within cone flee for 8 rounds.					Target: Cone-shaped burst				
□□□□□	Invisibility Sphere	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 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				

\* =Domain/Speciality Spell