

Frederick Male Human Brd8

NAME

Brd8

CLASS

56000

EXPERIENCE

8

36000

NEXT LEVEL

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	12	+1	12	+1
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
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)	+3	= +2	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+9	= +6	+ +1	+ +0	+ +2	+	
WILLPOWER (wisdom)	+7	= +6	+ +1	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+
RANGED attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+
GRAPPLE attack bonus	+7/+2	= +6/+1	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS	
Brew Potion	See Text
Lightning Reflexes	See Text
Spell Penetration	See Text
Weapon Focus (Shortbow)	See Text

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'8"

HEIGHT

160 lbs

WEIGHT

0

AGE

Male

GENDER

EYES

HAIR

HP hit points	41	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	11	: 10	: 11	= 10	+ 0	+ 0	+ 1	+ 0	+ 0	+ 0	
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+1	= +1	+ +0
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SPEED		
Walk 30'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SKILLS		MAX RANKS		11/5.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	11	= 4	+ 7.0	+
Craft (Weaponsmithing)	INT	11	= 4	+ 7.0	+
Disguise	CHA	15	= 5	+ 10.0	+
Knowledge (Arcana)	INT	15	= 4	+ 11.0	+
Knowledge (Nature)	INT	15	= 4	+ 11.0	+
Knowledge (The Planes)	INT	13	= 4	+ 9.0	+
Perform (Act)	CHA	9	= 5	+ 4.0	+
Perform (Comedy)	CHA	15	= 5	+ 10.0	+
Perform (Dance)	CHA	15	= 5	+ 10.0	+
Perform (Keyboard Instruments)	CHA	16	= 5	+ 11.0	+
Perform (Oratory)	CHA	15	= 5	+ 10.0	+
Perform (Percussion Instruments)	CHA	16	= 5	+ 11.0	+
Perform (Wind Instruments)	CHA	15	= 5	+ 10.0	+
					= + +
✓ : 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 (+12)	
Bardic music 8/day	
Countersong (Su)	
Fascinate (Sp) - can effect 3 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +2	
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, Halfling, 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	4	3	0	0	0	0	0	0
PER DAY	3	5	4	2	0	0	0	0	0	0

LEVEL 0									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Ghost Sound	15	Will disbelief (if interacted with)	1 standard action	8 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
Effect: Figment sounds.					Target: Illusory sounds				
□□□□□	Know Direction	15	None	1 standard action	Instantaneous	Personal	V, S	No	Divination
Effect: You discern north.					Target: You				
□□□□□	Light	15	None	1 standard action	80 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 + 8 rounds [D]	Medium (180 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				
□□□□□	Read Magic	15	None	1 standard action	80 minutes	Personal	V, S, F	No	Divination
Effect: Read scrolls and spellbooks.					Target: You				
□□□□□	Summon Instrument	15	None	1 round	8 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
□□□□□	Comprehend Languages	16	None	1 standard action	80 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.					Target: You				
□□□□□	Disguise Self	16	None	1 standard action	80 minutes [D]	Personal	V, S	No	Illusion (Glamour)
Effect: Changes your appearance.					Target: You				
□□□□□	Silent Image	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (720 Feet)	V, S, F	No	Illusion (Figment)
Effect: Creates minor illusion of your design.					Target: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level [S]				
□□□□□	Sleep	16	Will negates	1 round	8 minutes	Medium (180 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				

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+8 damage					Target: Creature touched				
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation
Effect: Subject gains +4 to Cha for 8 minutes.					Target: Creature touched				
□□□□□	Locate Object	17	None	1 standard action	8 minutes	Long (720 Feet)	V, S, F/DF	No	Divination
Effect: Senses direction toward object [specific or type].					Target: Circle, centered on you, with a radius of 720 ft.				
□□□□□	Summon Swarm	17	None	1 round	Concentration + 2 rounds	Close (45 Feet)	V, S, M/DF	No	Conjuration (Summoning)
Effect: Summons swarm of bats, rats, or spiders.					Target: One swarm of bats, rats, or spiders				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Deep Slumber	18	Will negates	1 round	8 minutes	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Puts 10 HD of creatures to sleep.					Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□	Invisibility Sphere	18	Will negates (harmless) or Will negates (harmless, object)	1 standard action	8 minutes [D]	Personal or touch	V, S, M	Yes (harmless) or Yes Illusion (Glamour) (harmless, object)	
Effect: Makes everyone within 10 ft. invisible.					Target: 10-ft.-radius emanation around the creature or object touched				
□□□□□	Scrying	18	Will negates	1 hour	8 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
Effect: Spies on subject from a distance.					Target: Magical sensor				
* =Domain/Speciality Spell									