

Lewis Male Halfling Brd7

NAME

Brd7

42000

CLASS

EXPERIENCE

7

28000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	10	+0	10	+0
DEX Dexterity	20	+5	20	+5
CON Constitution	15	+2	15	+2
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	19	+4	19	+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+5

=

+2

+

+2

+

+0

+

+1

+

conditional modifiers

+11

=

+5

+

+5

+

+0

+

+1

+

+7

=

+5

+

+1

+

+0

+

+1

+

TOTAL

MELEE
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

RANGED
attack bonus

+11

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+5

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

TOTAL

GRAPPLE
attack bonus

+6

=

BASE ATTACK BONUS

+5

+

STAT MODIFIER

+0

+

SIZE MODIFIER

+1

+

MISC MODIFIER

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+6

DAMAGE

1d2

CRITICAL

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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Combat Casting	See Text
Deceitful	See Text
Magical Aptitude	See Text

NPC

PLAYERNAME

Halfling

Small

3'1"

35 lbs

Normal

VISION

0

POINTS

HP
hit points

36

WOUNDS/CURRENT HP

AC
armor class

16

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE
modifier

+5

=

+5

+

+0

MISC MODIFIER

BASE ATTACK
bonus

+5

DEITY

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

Neutral Evil

ALIGNMENT

Normal

VISION

0

POINTS

SKILLS		MAX RANKS				10/5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Shipmaking)	INT	8	=	3	+ 5.0 +	
✓ Diplomacy	CHA	8	=	4	+ 4.0 +	
Knowledge (History)	INT	12	=	3	+ 9.0 +	
Knowledge (Local)	INT	12	=	3	+ 9.0 +	
Perform (Act)	CHA	14	=	4	+ 10.0 +	
Perform (Dance)	CHA	12	=	4	+ 8.0 +	
Perform (Keyboard Instruments)	CHA	14	=	4	+ 10.0 +	
Perform (Oratory)	CHA	6	=	4	+ 2.0 +	
Perform (Sing)	CHA	13	=	4	+ 9.0 +	
Perform (Wind Instruments)	CHA	14	=	4	+ 10.0 +	
Tumble	DEX	12	=	5	+ 7.0 +	
Use Magic Device	CHA	13	=	4	+ 7.0 + 2	
			=	+	+	

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 all saving throws	
+2 morale bonus on saving throws against fear	
+4 to Concentration to use spll or spelllike ability	
Bardic knowledge (+10)	
Bardic music 7/day	
Countersong (Su)	
Fascinate (Sp) - can effect 3 creature	
Inspire Competence (Su)	
Inspire Courage (Su) +1	
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, Sickie, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike, Whip

LANGUAGES

Common, Gnome, Goblin, 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	2	0	0	0	0	0	0
PER DAY	3	4	3	1	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 7 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 (40 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				
□□□□□	Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
Effect: Makes minor repairs on an object.					Target: One object of up to 1 lb.				
□□□□□	Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
Effect: Opens or closes small or light things.					Target: Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□	Summon Instrument	14	None	1 round	7 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
□□□□□	Charm Person	15	Will negates	1 standard action	7 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
Effect: Makes one person your friend.					Target: One humanoid creature				
□□□□□	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				
□□□□□	Detect Secret Doors	15	None	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	No	Divination
Effect: Reveals hidden doors within 60 ft.					Target: Cone-shaped emanation				
□□□□□	Magic Aura	15	None; see text	1 standard action	7 days [D]	Touch	V, S, F	No	Illusion (Glamour)
Effect: Alters object's magic aura.					Target: One touched object weighing up to 35 lbs				

LEVEL 2									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Cat's Grace	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, M	Yes	Transmutation
Effect: Subject gains +4 to Dex for 7 minutes.					Target: Creature touched				
□□□□□	Darkness	16	None	1 standard action	70 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
Effect: 20-ft. radius of supernatural shadow.					Target: Object touched				
□□□□□	Delay Poison	16	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
Effect: Stops poison from harming subject for 7 hours.					Target: Creature touched				
□□□□□	Hypnotic Pattern	16	Will negates	1 standard action	Concentration + 2 rounds	Medium (170 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]
Effect: Fascinates [2d4 + level] HD of creatures.					Target: Colorful lights in a 10-ft.-radius spread				

LEVEL 3									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□	Confusion	17	Will negates	1 standard action	7 rounds	Medium (170 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 7 rounds.					Target: All creatures in a 15-ft. radius burst				
□□□□□	Geas, Lesser	17	Will negates	1 round	7 days or until discharged [D]	Close (40 Feet)	V	Yes	Enchantment (Compulsion)
Effect: Commands subject of 7 HD or less.					Target: One living creature with 7 HD or less				
* =Domain/Speciality Spell									