

Eniao Male Elf Brd14

NAME

Brd14

CLASS

14

TCL

182000

EXPERIENCE

105000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

4'10"

HEIGHT

100 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	19	+4	19	+4
CON Constitution	16	+3	16	+3
INT Intelligence	13	+1	13	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	20	+5	20	+5

HP

hit points

85

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SAVING THROWS

FORTITUDE

(constitution)

+9

REFLEX

(dexterity)

+13

WILLPOWER

(wisdom)

+11

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+11/+6

RANGED

attack bonus

+14/+9

GRAPPLE

attack bonus

+11/+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+11/+6

1d3+1

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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Brew Potion	See Text
Dodge	See Text
Great Fortitude	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Arcana))	See Text

SKILLS

MAX RANKS

17/8.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Balance

DEX

20

=

4

+

16.0

+

Hide

DEX

19

=

4

+

15.0

+

Knowledge (Arcana)

INT

15

=

1

+

14.0

+

Knowledge (Dungeoneering)

INT

17

=

1

+

16.0

+

Knowledge (Religion)

INT

13

=

1

+

12.0

+

Perform (Act)

CHA

11

=

5

+

3.0

+

3

Perform (Sing)

CHA

20

=

5

+

15.0

+

Perform (String Instruments)

CHA

17

=

5

+

12.0

+

Sense Motive

WIS

18

=

2

+

16.0

+

✓ : 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 (+15)

Bardic music 14/day

Countersong (Su)

Fascinate (Sp) - can effect 5 creature

Immunity to magic sleep effects.

Inspire Competence (Su)

Inspire Courage (Su) +3

Inspire Greatness (Su) - can affect 2 people

Song of Freedom (Su)

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, Goblin

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/Specialty Spell

Bard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	4	4	4	4	3	0	0	0	0
PER DAY	4	5	4	4	4	2	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Dancing Lights	15	None	1 standard action	14 minute [D]	Medium (240 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	15	None	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S	No	Divination
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation			
□□□□□Lullaby	15	Will negates	1 standard action	Concentration + 14 rounds [D]	Medium (240 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			
□□□□□Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (60 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			
□□□□□Prestidigitation	15	See text	1 standard action	14 hour	10 ft.	V, S	No	Universal
Effect: Performs minor tricks.					Target: See text			
□□□□□Read Magic	15	None	1 standard action	140 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
□□□□□Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (60 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
Effect: One creature of 5 HD or less flees for 1d4 rounds.					Target: One living creature with 5 or fewer HD			
□□□□□Comprehend Languages	16	None	1 standard action	140 minutes	Personal	V, S, M/DF	No	Divination
Effect: You understand all spoken and written languages.					Target: You			
□□□□□Magic Mouth	16	Will negates (object)	1 standard action	Permanent until discharged	Close (60 Feet)	V, S, M	Yes (object)	Illusion (Glamer)
Effect: Speaks once when triggered.					Target: One creature or object			
□□□□□Remove Fear	16	Will negates (harmless)	1 standard action	140 minutes; see text	Close (60 Feet)	V, S	Yes (harmless)	Abjuration
Effect: Suppresses fear or gives +4 on saves against fear for 4 subjects					Target: 4 creatures, no two of which can be more than 30 ft. apart			

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Detect Thoughts	17	Will negates; see text	1 standard action	Concentration, up to 14 minutes [D]	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]
Effect: Allows 'listening' to surface thoughts.					Target: Cone-shaped emanation			
□□□□□Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	1 standard action	14 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: Subject is invisible for 14 minutes or until it attacks.					Target: You or a creature or object weighing no more than 1400 lbs			
□□□□□Scare	17	Will partial	1 standard action	14 rounds or 1 round; see text	Medium (240 Feet)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]
Effect: Panics creatures of less than 6 HD.					Target: 4 living creatures, no two of which can be more than 30 ft. apart			
□□□□□Shatter	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (60 Feet)	V, S, M/DF	Yes (object)	Evocation [Sonic]
Effect: Sonic vibration damages objects or crystalline creatures.					Target: 5-ft.-radius spread; or one solid object or one crystalline creature			

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Confusion	18	Will negates	1 standard action	14 rounds	Medium (240 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects behave oddly for 14 rounds.					Target: All creatures in a 15-ft. radius burst			
□□□□□Gaseous Form	18	None	1 standard action	28 minutes [D]	Touch	S, M/DF	No	Transmutation
Effect: Subject becomes insubstantial and can fly slowly.					Target: Willing corporeal creature touched			
□□□□□See Invisibility	18	None	1 standard action	140 minutes [D]	Personal	V, S, M	No	Divination
Effect: Reveals invisible creatures or objects.					Target: You			
□□□□□Summon Monster III	18	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Invisibility, Greater	19	Will negates (harmless)	1 standard action	14 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)
Effect: As invisibility, but subject can attack and stay invisible.					Target: You or creature touched			
□□□□□Legend Lore	19	None	See text	See text	Personal	V, S, M, F	No	Divination
Effect: Lets you learn tales about a person, place, or thing.					Target: You			
□□□□□Locate Creature	19	None	1 standard action	140 minutes	Long (960 Feet)	V, S, M	No	Divination
Effect: Indicates direction to familiar creature.					Target: Circle, centered on you, with a radius of 960 ft.			
□□□□□Summon Monster IV	19	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Mind Fog	20	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects in fog get -10 to Wis and Will checks.					Target: Fog spreads in 20-ft. radius, 20 ft. high			
□□□□□Seeming	20	Will negates or Will disbelief (if interacted with)	1 standard action	12 hours [D]	Close (60 Feet)	V, S	Yes or No; see text	Illusion (Glamer)
Effect: Changes appearance of one person per two levels.					Target: 7 creatures, no two of which can be more than 30 ft. apart			
□□□□□Summon Monster V	20	None	1 round	14 rounds [D]	Close (60 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.					Target: One or more summoned creatures, no two of which can be more than 30 ft. apart			

\* =Domain/Specialty Spell

Created using PCGen

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