

Georgii Male Human Brd13

NAME

Brd13

CLASS

156000

EXPERIENCE

13

NEXT LEVEL

91000

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'1"

HEIGHT

150 lbs

WEIGHT

0

AGE

Male

GENDER

True Neutral

ALIGNMENT

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 | 12 | +1 | 12 | +1 |
| INT Intelligence | 13 | +1 | 13 | +1 |
| WIS Wisdom | 12 | +1 | 12 | +1 |
| CHA Charisma | 19 | +4 | 19 | +4 |

HP
hit points

63

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC
armor class

14

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

+9/+4

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

+10/+5

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

RANGED
attack bonus

+13/+8

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+4

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

GRAPPLE
attack bonus

+10/+5

BASE ATTACK BONUS

+9/+4

STAT MODIFIER

+1

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+10/+5

DAMAGE

1d3+1

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 | 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 |
| Deceitful | See Text |
| Leadership | See Text |
| Run | See Text |
| Skill Focus (Knowledge (Nobility and Royalty)) | See Text |
| Weapon Finesse | See Text |

SKILLS

MAX RANKS

16/8

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

| | | | | | | | |
|----------------------------------|-----|----|---|---|---|------|---|
| Craft (Stonemasonry) | INT | 8 | = | 1 | + | 7.0 | + |
| Craft (Trapmaking) | INT | 7 | = | 1 | + | 6.0 | + |
| Knowledge (Arcana) | INT | 13 | = | 1 | + | 12.0 | + |
| Knowledge (History) | INT | 17 | = | 1 | + | 16.0 | + |
| Knowledge (Nobility and Royalty) | INT | 17 | = | 1 | + | 16.0 | + |
| Knowledge (The Planes) | INT | 17 | = | 1 | + | 16.0 | + |
| Perform (Comedy) | CHA | 17 | = | 4 | + | 13.0 | + |
| Perform (Dance) | CHA | 15 | = | 4 | + | 11.0 | + |
| Perform (String Instruments) | CHA | 19 | = | 4 | + | 15.0 | + |
| Spellcraft | INT | 19 | = | 1 | + | 16.0 | + |
| | | | | | | | 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

Bardic knowledge (+14)

Bardic music 13/day

Countersong (Su)

Fascinate (Sp) - can effect 5 creature

Inspire Competence (Su)

Inspire Courage (Su) +2

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, 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, Sylvan

| 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 completed | Close (25 Feet) | 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 | | | | | | | | | |

| Bard Spells | | | | | | | | | | | |
|-------------|---|---|---|---|---|---|---|---|---|---|--|
| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| KNOWN | 6 | 4 | 4 | 4 | 4 | 0 | 0 | 0 | 0 | 0 | |
| PER DAY | 3 | 4 | 4 | 4 | 3 | 0 | 0 | 0 | 0 | 0 | |

| LEVEL 0 | | | | | | | | | |
|---|-------------|----|-------------------------------------|-------------------|--|-------------------|------------|------------------|---|
| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
| □□□□□ | Ghost Sound | 14 | Will disbelief (if interacted with) | 1 standard action | 13 rounds [D] | Close (55 Feet) | V, S, M | No | Illusion (Figment) |
| Effect: Figment sounds. | | | | | Target: Illusory sounds | | | | |
| □□□□□ | Light | 14 | None | 1 standard action | 130 minutes [D] | Touch | V, M/DF | No | Evocation [Light] |
| Effect: Object shines like a torch. | | | | | Target: Object touched | | | | |
| □□□□□ | Lullaby | 14 | Will negates | 1 standard action | Concentration + 13 rounds [D] | Medium (230 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 | | | | |
| □□□□□ | Mage Hand | 14 | None | 1 standard action | Concentration | Close (55 Feet) | V, S | No | Transmutation |
| Effect: 5-pound telekinesis. | | | | | Target: One nonmagical, unattended object weighing up to 5 lb. | | | | |
| □□□□□ | Read Magic | 14 | None | 1 standard action | 130 minutes | Personal | V, S, F | No | Divination |
| Effect: Read scrolls and spellbooks. | | | | | Target: You | | | | |
| □□□□□ | Resistance | 14 | Will negates (harmless) | 1 standard action | 13 minute | Touch | V, S, M/DF | Yes (harmless) | Abjuration |
| Effect: Subject gains +1 on saving throws. | | | | | Target: Creature touched | | | | |

| 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 | 130 minutes [D] | Personal | V, S | No | Illusion (Glamer) |
| Effect: Changes your appearance. | | | | | Target: You | | | | |
| □□□□□ | Grease | 15 | See text | 1 standard action | 13 rounds [D] | Close (55 Feet) | V, S, M | No | Conjuration (Creation) |
| Effect: Makes 10-ft. square or one object slippery. | | | | | Target: One object or a 10-ft. square | | | | |
| □□□□□ | Summon Monster I | 15 | None | 1 round | 13 rounds [D] | Close (55 Feet) | V, S, F/DF | No | Conjuration (Summoning) |
| Effect: Calls extraplanar creature to fight for you. | | | | | Target: One summoned creature | | | | |

| LEVEL 2 | | | | | | | | | |
|--|-------------------|----|-------------------------|-------------------|---|-------------------|------------|------------------|---|
| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
| □□□□□ | Blur | 16 | Will negates (harmless) | 1 standard action | 13 minutes [D] | Touch | V | Yes (harmless) | Illusion (Glamer) |
| Effect: Attacks miss subject 20% of the time. | | | | | Target: Creature touched | | | | |
| □□□□□ | Daze Monster | 16 | Will negates | 1 standard action | 13 round | Medium (230 Feet) | V, S, M | Yes | Enchantment (Compulsion) [Mind-Affecting] |
| Effect: Living creature of 6 HD or less loses next action. | | | | | Target: One living creature of 6 HD or less | | | | |
| □□□□□ | Summon Monster II | 16 | None | 1 round | 13 rounds [D] | Close (55 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 | | | | |
| □□□□□ | Summon Swarm | 16 | None | 1 round | Concentration + 2 rounds | Close (55 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 |
| □□□□□ | Glibness | 17 | None | 1 standard action | 130 minutes [D] | Personal | S | No | Transmutation |
| Effect: You gain +30 bonus on Bluff checks, and your lies can escape magical discernment. | | | | | Target: You | | | | |
| □□□□□ | Invisibility Sphere | 17 | Will negates (harmless) or Will negates (harmless, object) | 1 standard action | 13 minutes [D] | Personal or touch | V, S, M | Yes (harmless) or Yes (harmless, object) | Illusion (Glamer) |
| Effect: Makes everyone within 10 ft. invisible. | | | | | Target: 10-ft.-radius emanation around the creature or object touched | | | | |
| □□□□□ | Sculpt Sound | 17 | Will negates (object) | 1 standard action | 13 hours [D] | Close (55 Feet) | V, S | Yes (object) | Transmutation |
| Effect: Creates new sounds or changes existing ones. | | | | | Target: 13 creatures or objects, no two of which can be more than 30 ft. apart | | | | |
| □□□□□ | Secret Page | 17 | None | 10 minutes | Permanent | Touch | V, S, M | No | Transmutation |
| Effect: Changes one page to hide its real content. | | | | | Target: Page touched, up to 3 sq. ft. in size | | | | |

| LEVEL 4 | | | | | | | | | |
|----------------------------|---|----|--------------------------------|-------------------|---|-----------------|------------|--------------------------|-------------------------|
| | Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School |
| □□□□□ | Cure Critical Wounds | 18 | Will half (harmless); see text | 1 standard action | Instantaneous | Touch | V, S | Yes (harmless); see text | Conjuration (Healing) |
| | Effect: Cures 4d8+13 damage. | | | | Target: Creature touched | | | | |
| □□□□□ | Detect Scrying | 18 | None | 1 standard action | 24 hours | 40 ft. | V, S, M | No | Divination |
| | Effect: Alerts you of magical eavesdropping. | | | | Target: 40-ft.-radius emanation centered on you | | | | |
| □□□□□ | Legend Lore | 18 | 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 | | | | |
| □□□□□ | Summon Monster IV | 18 | None | 1 round | 13 rounds [D] | Close (55 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/Speciality Spell | | | | | | | | | |